



Lichess Tactics & Puzzles

The Open Chess Book Collection

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Chapter 1

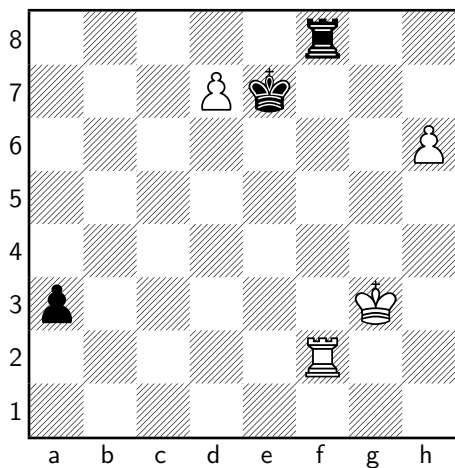
500 rated problems.

Chapter 2

1500 rated problems.

2.1 Advanced pawn

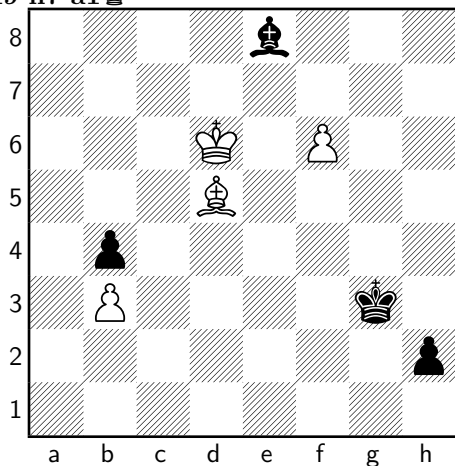
One of your pawns is deep into the opponent position, maybe threatening to promote.



Black to move.

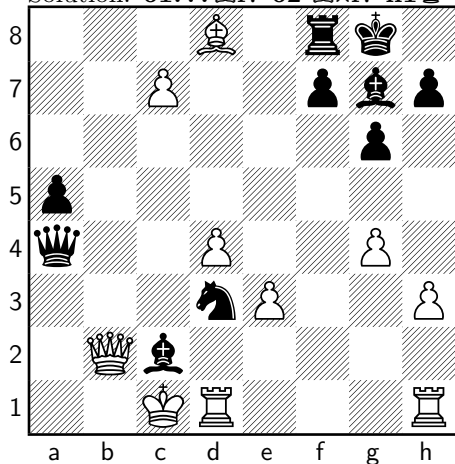
Solution: 46... ♖xf2 47 d8♔+ ♕xd8 48 ♖xf2 a2

49 h7 a1♔



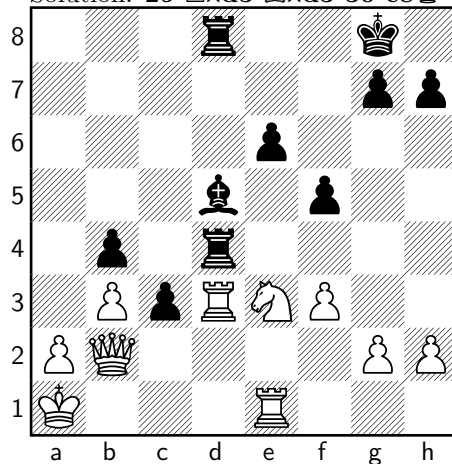
Black to move.

Solution: 61... ♖f7 62 ♖xf7 h1♔



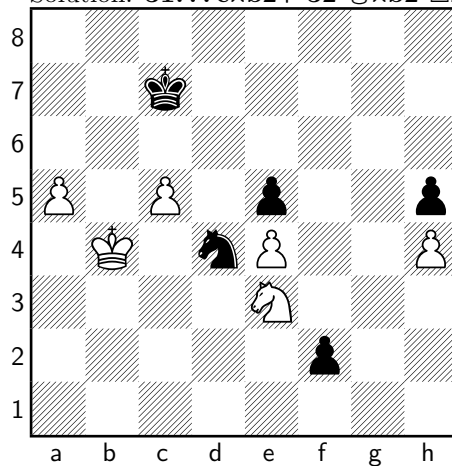
White to move.

Solution: 29 ♖xd3 ♗xd3 30 c8♔



Black to move.

Solution: 31... cxb2+ 32 ♕xb2 ♖xd3

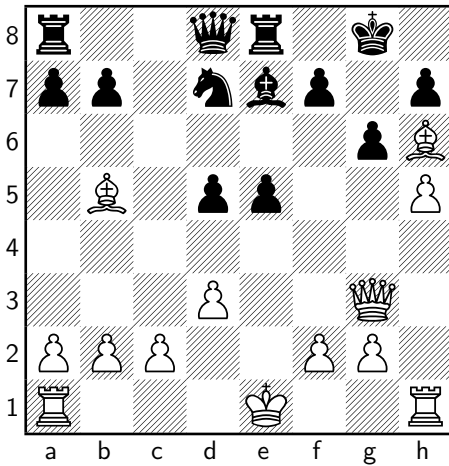


Black to move.

Solution: 60... ♖c2+ 61 ♖xc2 f1♔

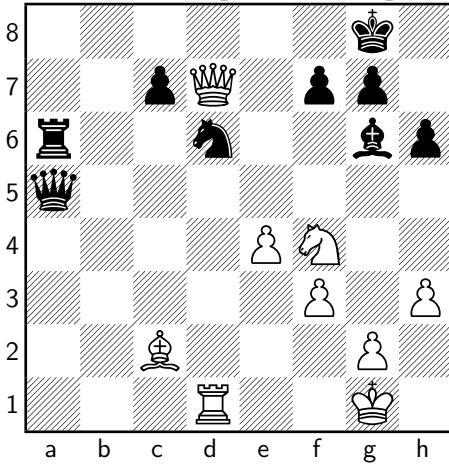
2.2 Advantage

Seize your chance to get a decisive advantage. (200cp eval 600cp)



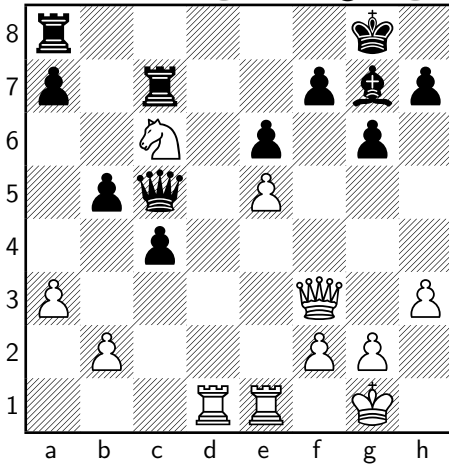
Black to move.

Solution: 17... ♖a5+ 18 c3 ♗xb5



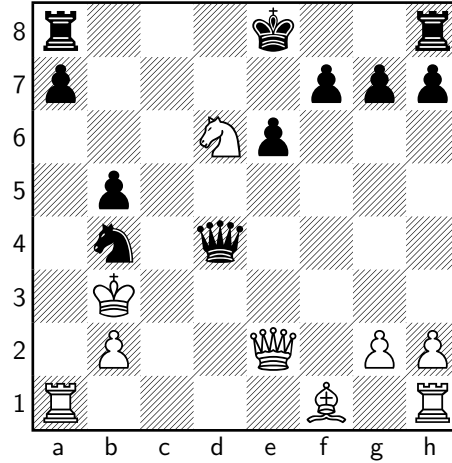
Black to move.

Solution: 41... ♖c5+ 42 ♔h1 ♗xc2



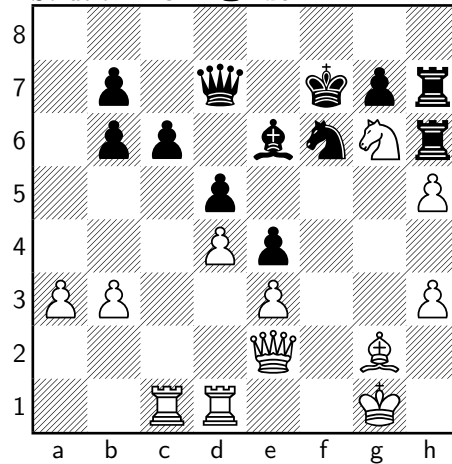
White to move.

Solution: 25 ♘e7+ ♗xe7 26 ♗xa8+



Black to move.

Solution: 18... ♗xd6

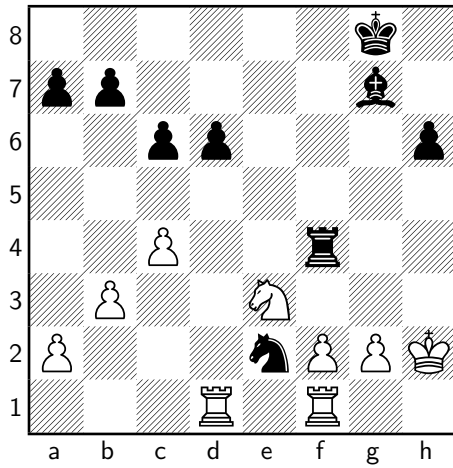


White to move.

Solution: 28 ♘e5+ ♔g8 29 ♘xd7

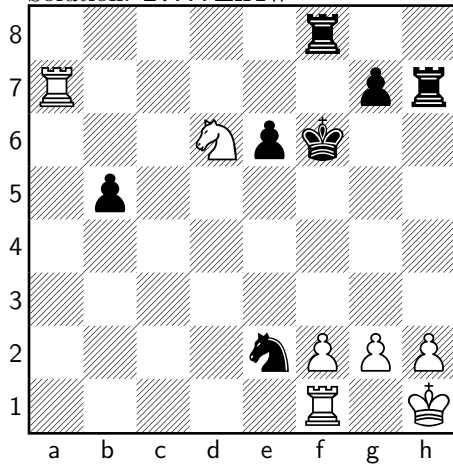
2.3 Anastasia's mate

A knight and rook or queen team up to trap the opposing king between the side of the board and a friendly piece.



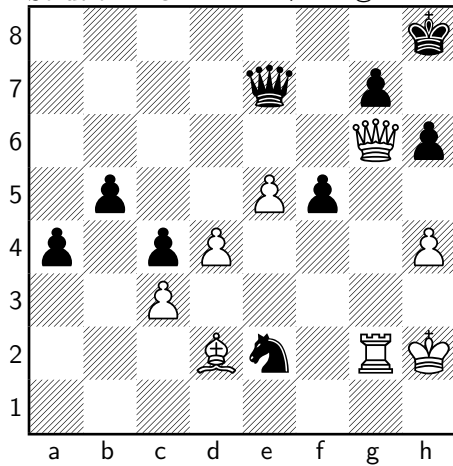
Black to move.

Solution: 27... ♖h4#



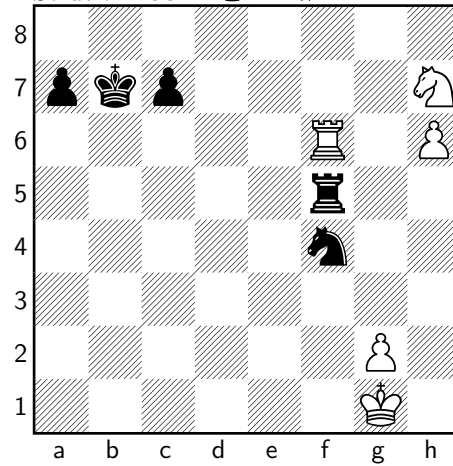
Black to move.

Solution: 23... ♜xh2+ 24 ♝xh2 ♜h8#



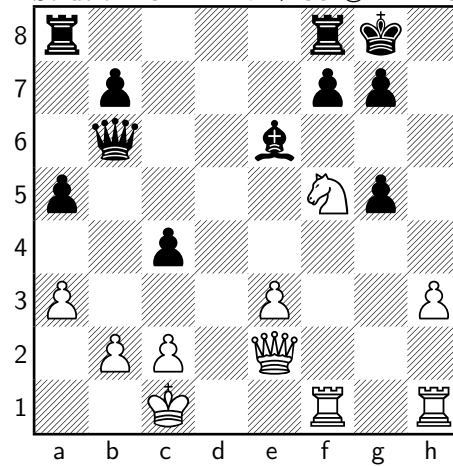
Black to move.

Solution: 33... ♜xh4#



Black to move.

Solution: 34... ♘e2+ 35 ♝h2 ♜h5#

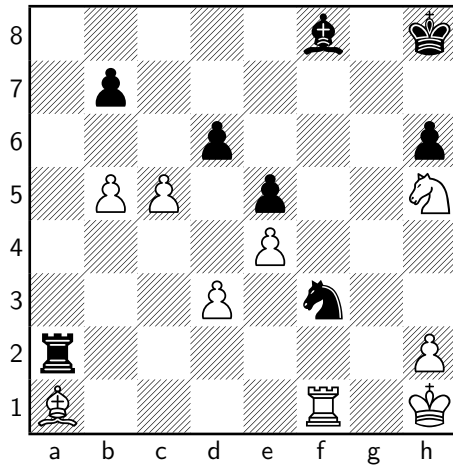


White to move.

Solution: 26 ♘e7+ ♝h7 27 ♜h5#

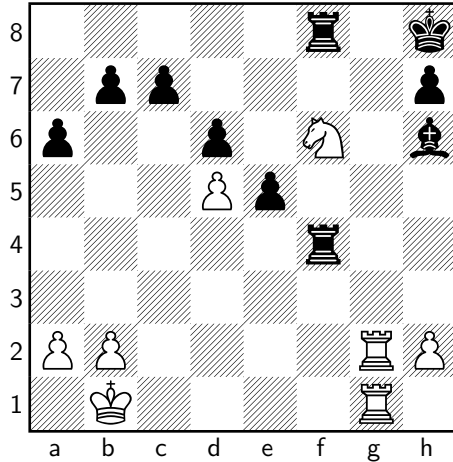
2.4 Arabian mate

A knight and a rook team up to trap the opposing king on a corner of the board.



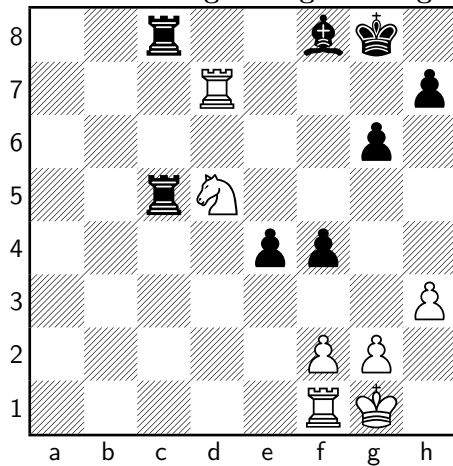
Black to move.

Solution: 40... ♖xh2#



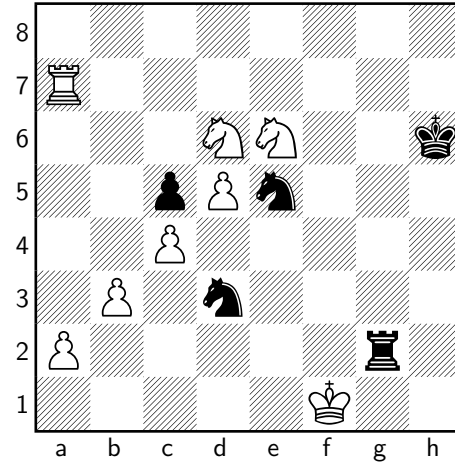
White to move.

Solution: 31 ♖g8+ ♗xg8 32 ♗xg8#



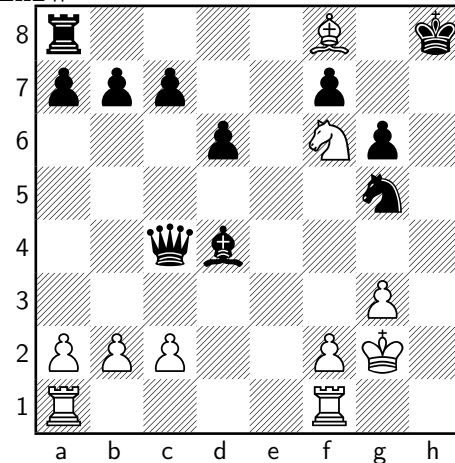
White to move.

Solution: 37 ♘f6+ ♔h8 38 ♖xh7#



Black to move.

Solution: 37... ♖f2+ 38 ♔g1 ♘f3+ 39 ♔h1 ♖h2#

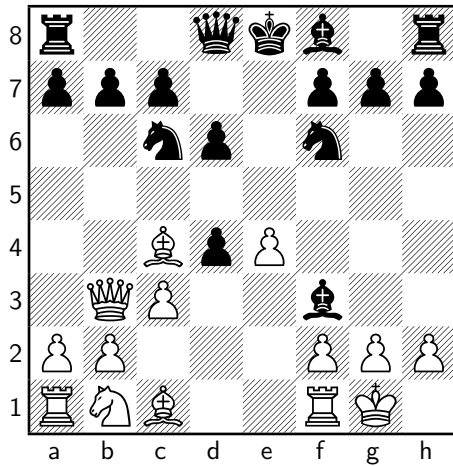


White to move.

Solution: 21 ♖h1+ ♘h7 22 ♖xh7#

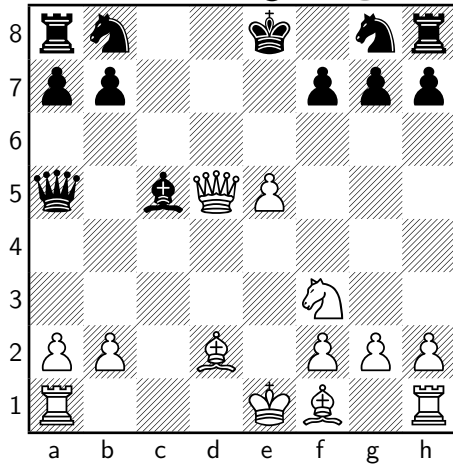
2.5 Attacking f2 or f7

An attack focusing on the f2 or f7 pawn, such as in the fried liver opening.



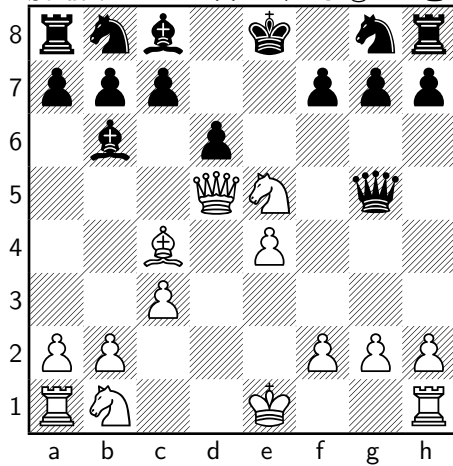
White to move.

Solution: 8 ♟xf7+ ♞d7 9 ♞e6#



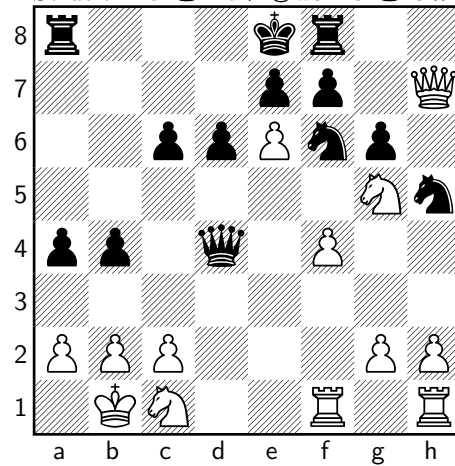
Black to move.

Solution: 12... ♟xf2+ 13 ♞xf2 ♞xd5



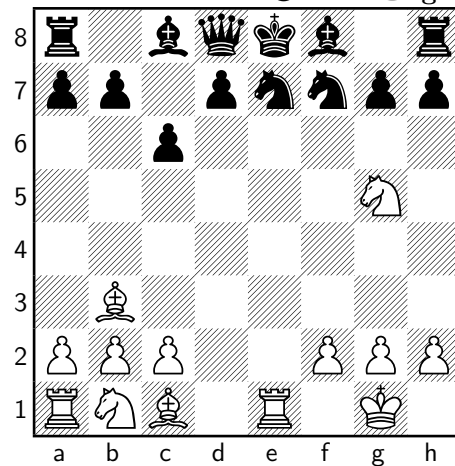
White to move.

Solution: 9 ♞xf7+ ♞d8 10 ♞f8#



White to move.

Solution: 21 exf7+ ♞d7 22 ♞xg6

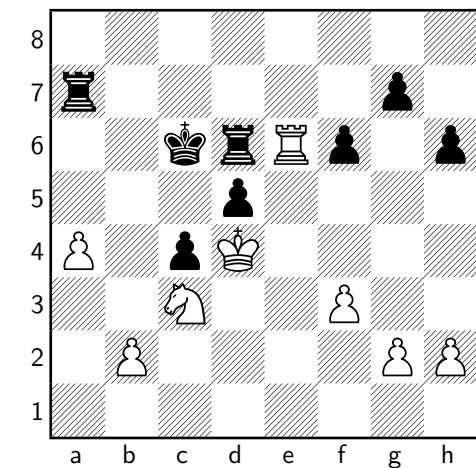


White to move.

Solution: 12 ♟xf7#

2.6 Attraction

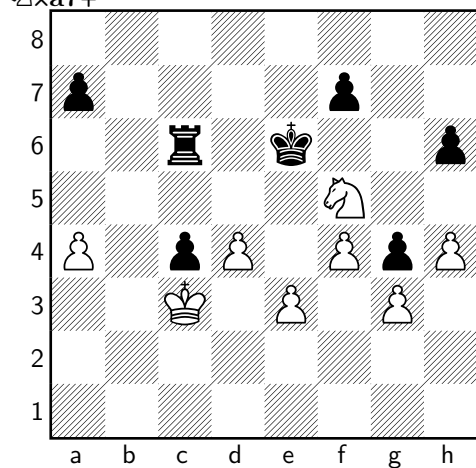
An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



White to move.

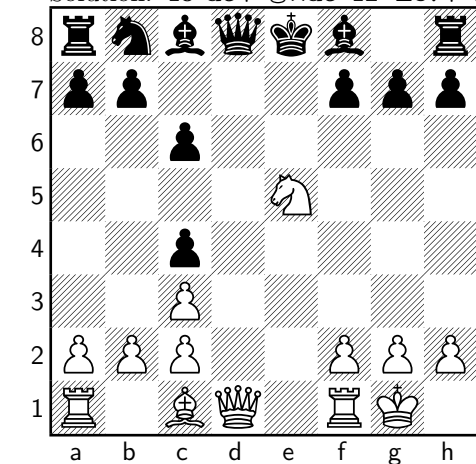
Solution: 35 ♖xd6+ ♕xd6 36 ♘b5+ ♕c6 37

♘xa7+



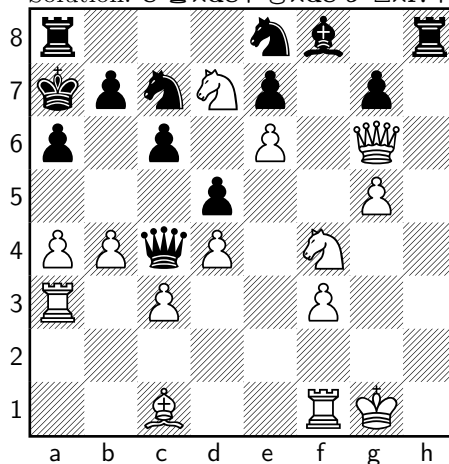
White to move.

Solution: 40 d5+ ♕xd5 41 ♘e7+ ♕d6 42 ♘xc6



White to move.

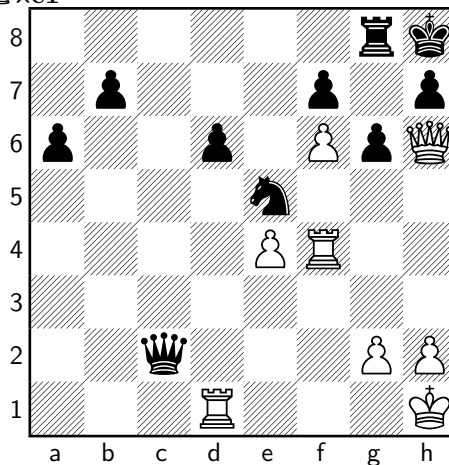
Solution: 8 ♖xd8+ ♕xd8 9 ♘f7+ ♕e8 10 ♘xh8



Black to move.

Solution: 24... ♖h1+ 25 ♕xh1 ♖xf1+ 26 ♕h2

♖xc1

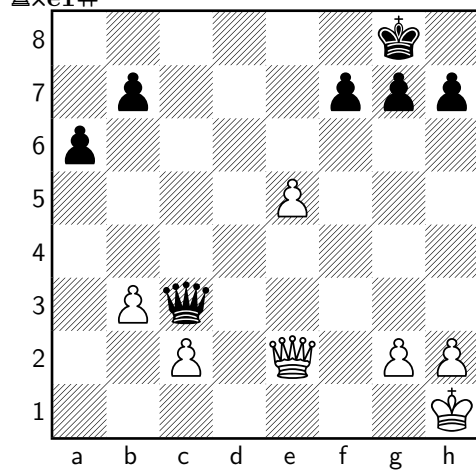
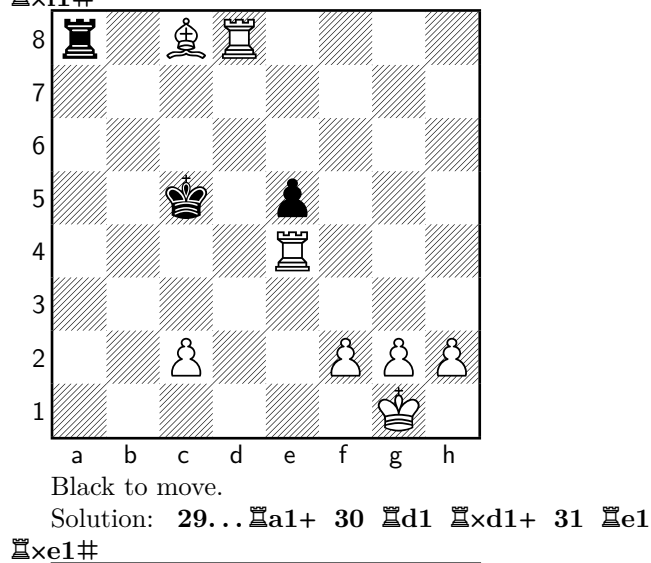
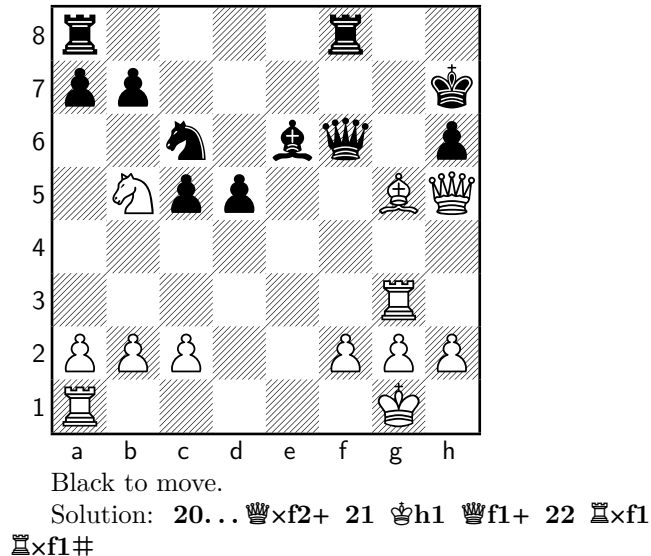


White to move.

Solution: 23 ♖xh7+ ♕xh7 24 ♖h4#

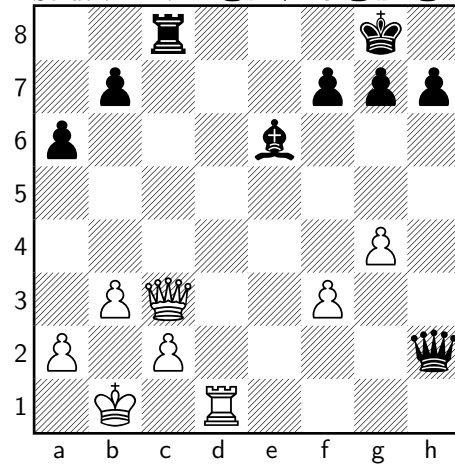
2.7 Back rank mate

Checkmate the king on the home rank, when it is trapped there by its own pieces.



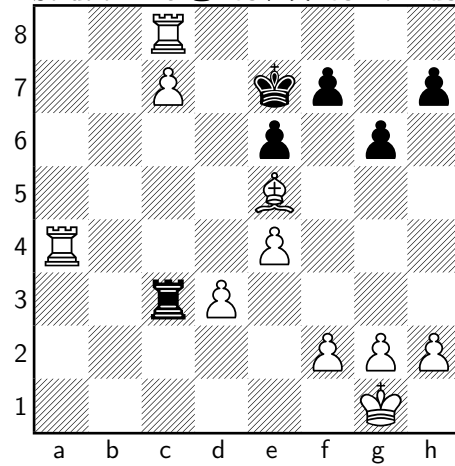
Black to move.

Solution: 27... ♖a1+ 28 ♖d1 ♖xd1#



White to move.

Solution: 26 ♖xc8+ ♗xc8 27 ♖d8#

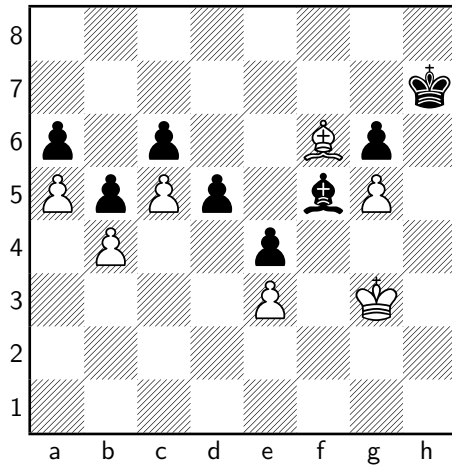


Black to move.

Solution: 30... ♖c1#

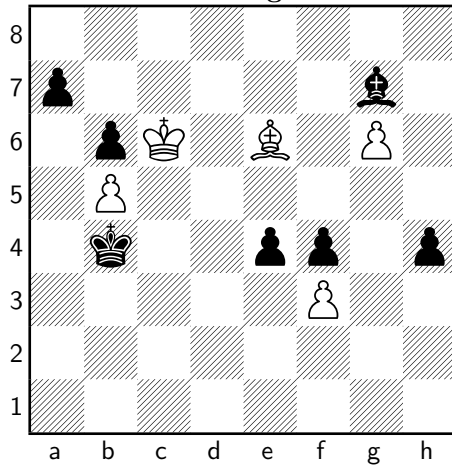
2.8 Bishop endgame

An endgame with only bishops and pawns.



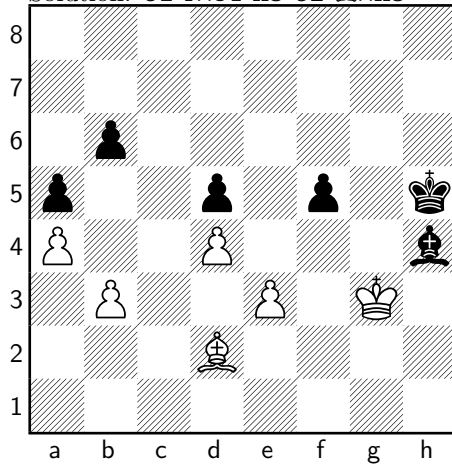
White to move.

Solution: 43 ♖f4 ♖g8 44 ♖e5



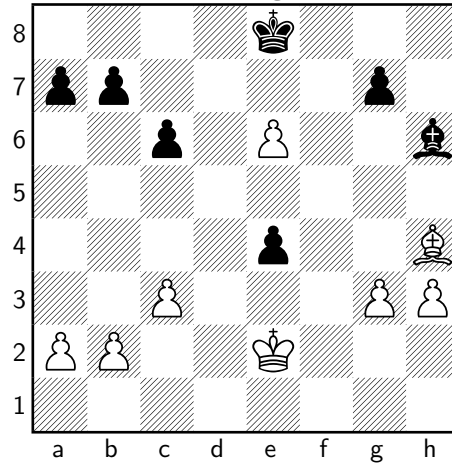
White to move.

Solution: 51 fxe4 h3 52 ♗xh3



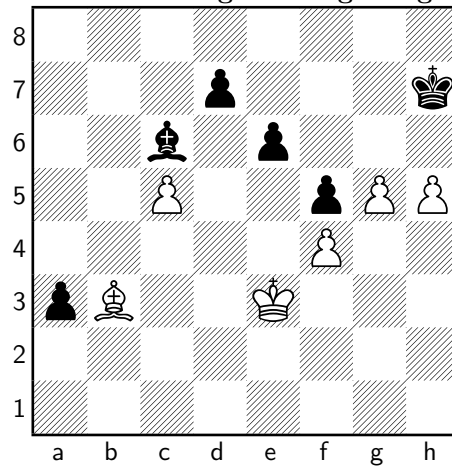
White to move.

Solution: 56 ♖f4 ♖g6 57 ♖e5



Black to move.

Solution: 38... g5 39 ♗xg5 ♗xg5

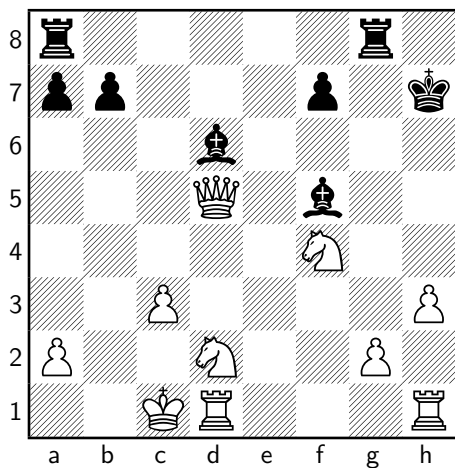


Black to move.

Solution: 42... ♗d5 43 ♗xd5 exd5

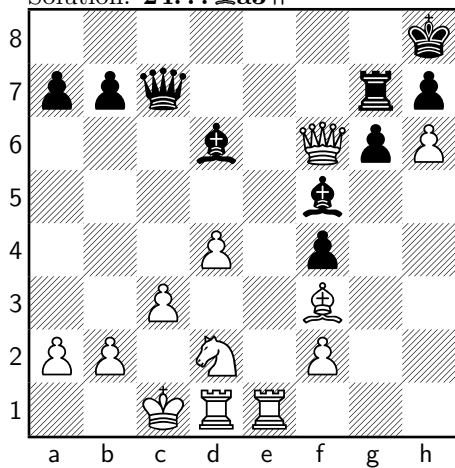
2.9 Boden's mate

Two attacking bishops on criss-crossing diagonals deliver mate to a king obstructed by friendly pieces.



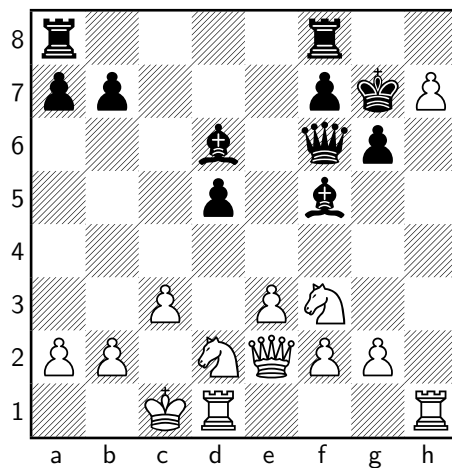
Black to move.

Solution: 24... ♖a3#



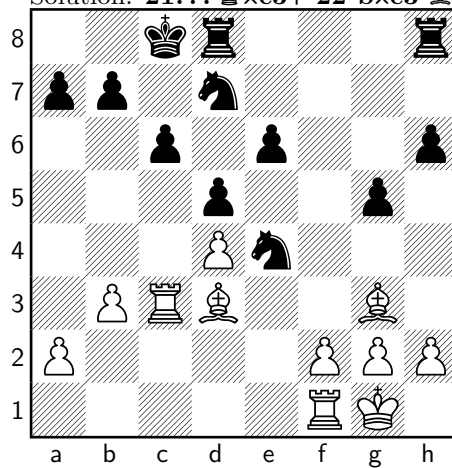
Black to move.

Solution: 26... ♖xc3+ 27 bxc3 ♖a3#



Black to move.

Solution: 21... ♖xc3+ 22 bxc3 ♖a3#

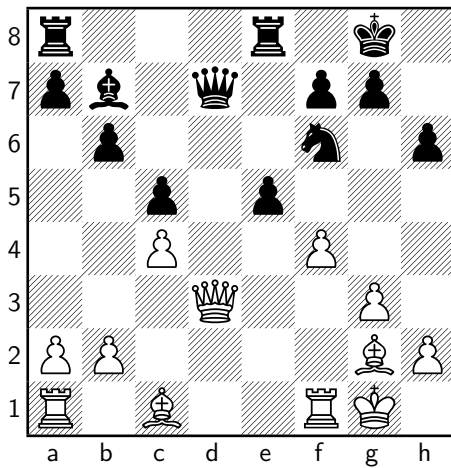


White to move.

Solution: 20 ♖xc6+ bxc6 21 ♖a6#

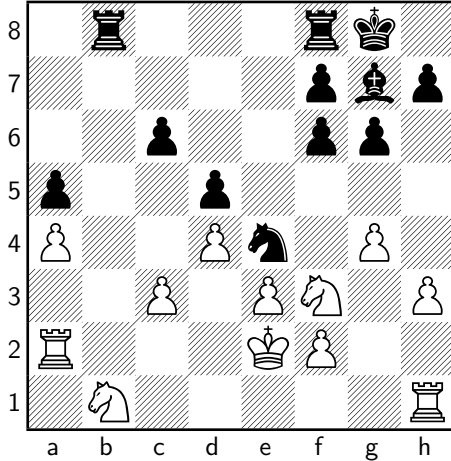
2.10 Capture the defender

Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



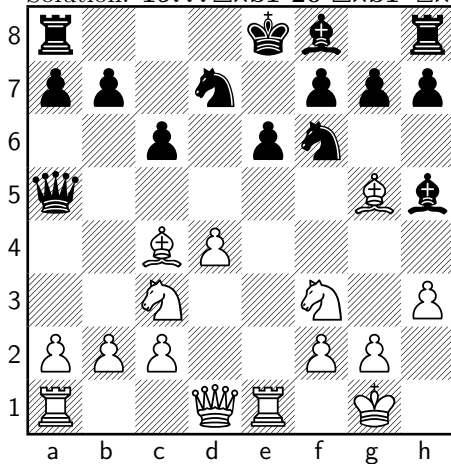
White to move.

Solution: 17 ♖xd7 ♘xd7 18 ♙xb7



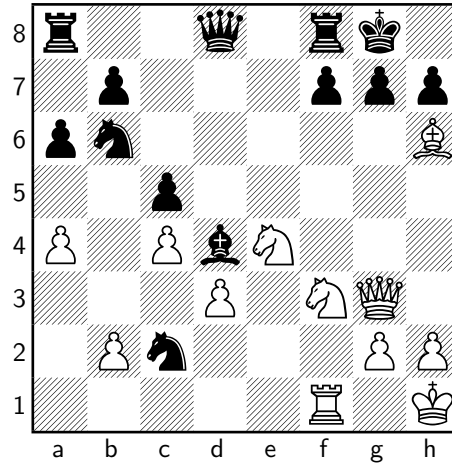
Black to move.

Solution: 19... ♜xb1 20 ♜xb1 ♘xc3+



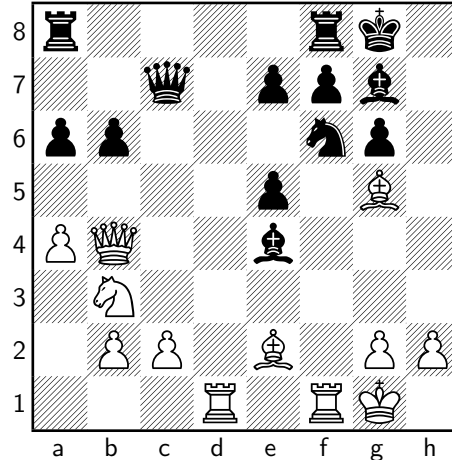
Black to move.

Solution: 10... ♙xf3 11 ♗xf3 ♗xg5



White to move.

Solution: 19 ♘xd4

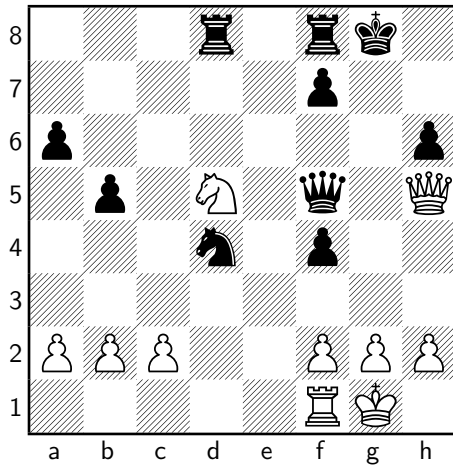


White to move.

Solution: 20 ♙xf6 exf6 21 ♗xe4

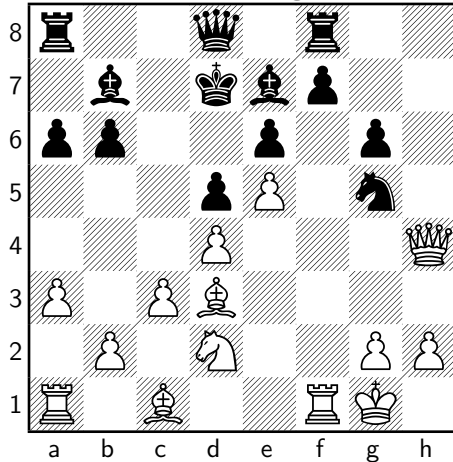
2.11 Crushing

Spot the opponent blunder to obtain a crushing advantage. (eval 600cp)



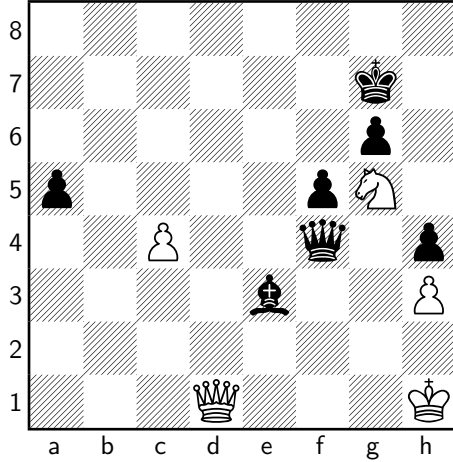
White to move.

Solution: 25 Qe7+ Kg7 26 Qxf5+



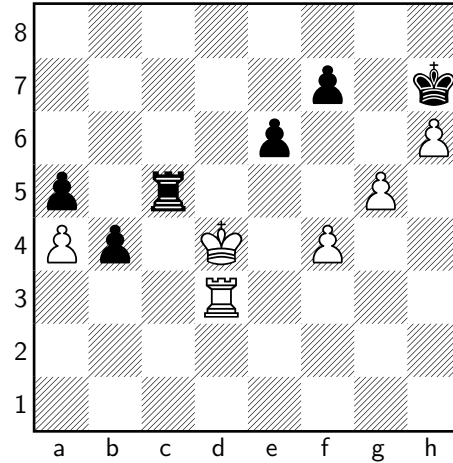
Black to move.

Solution: 19... Qf3+ 20 Qxf3 Qxh4



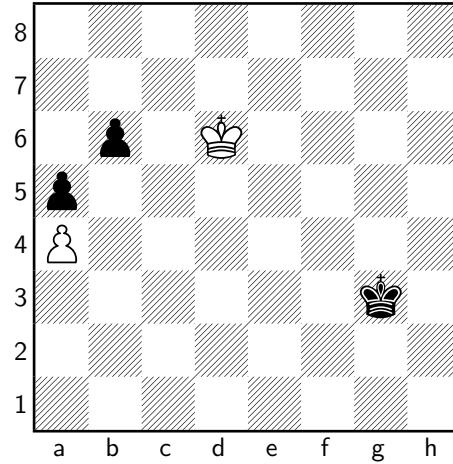
White to move.

Solution: 46 Qe6+ Qf6 47 Qxf4



Black to move.

Solution: 51... Qd5+ 52 Qe4 Qxd3

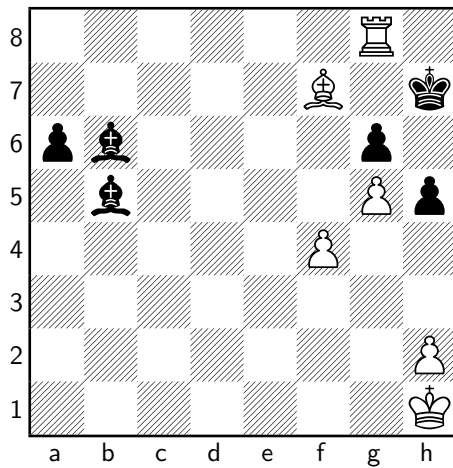


White to move.

Solution: 61 Qc6 Qf4 62 Qxb6 Qe5 63 Qxa5 Qd6 64 Qb6 Qd7 65 Qb7

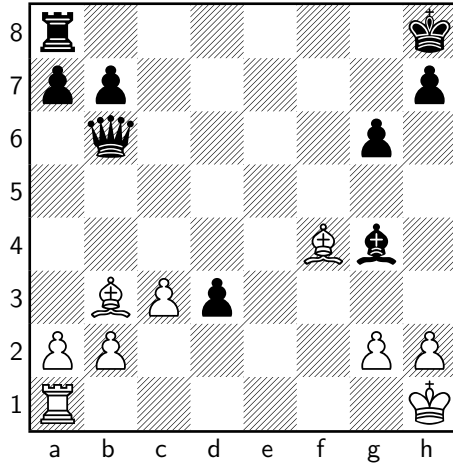
2.12 Double bishop mate

Two attacking bishops on adjacent diagonals deliver mate to a king obstructed by friendly pieces.



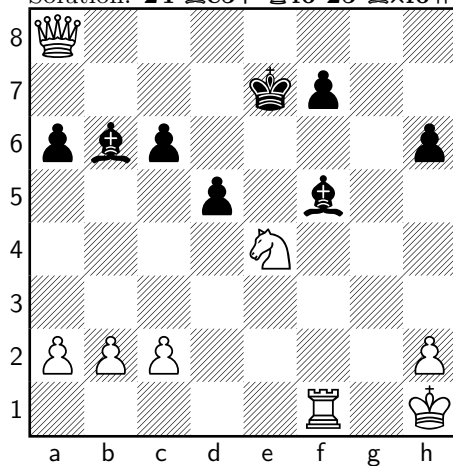
Black to move.

Solution: 46... ♗c6+ 47 ♗d5 ♗xd5#



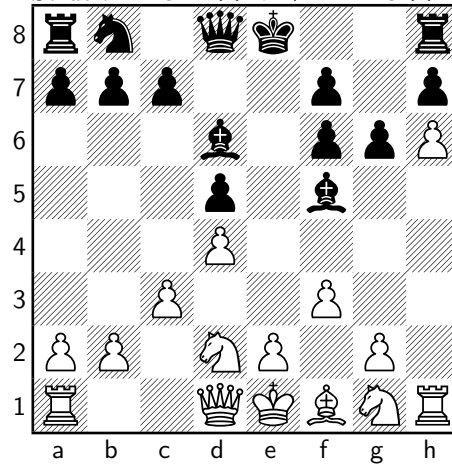
White to move.

Solution: 24 ♗e5+ ♖f6 25 ♗xf6#



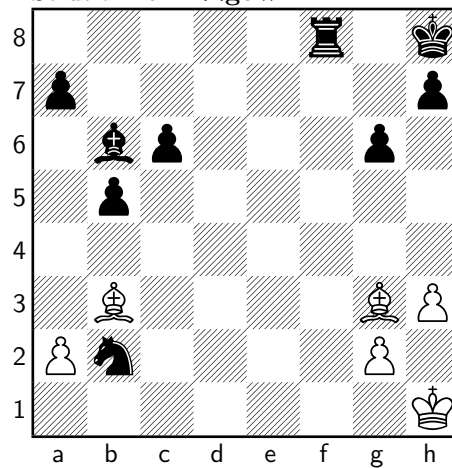
Black to move.

Solution: 23... ♗xe4+ 24 ♖f3 ♗xf3#



Black to move.

Solution: 9... ♗g3#

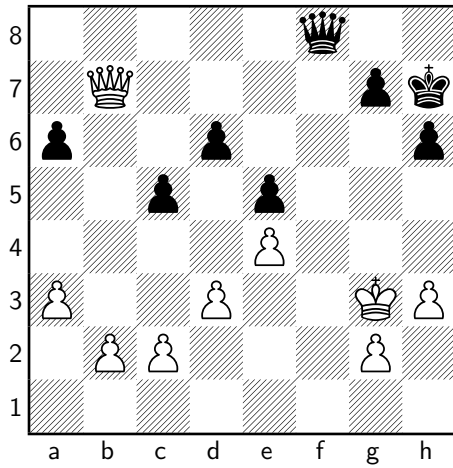


White to move.

Solution: 37 ♗e5+ ♖f6 38 ♗xf6#

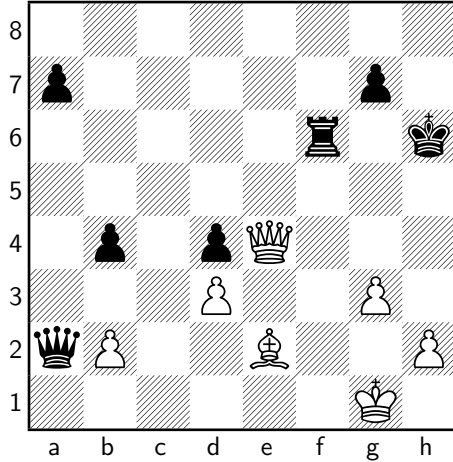
2.13 Dovetail mate

A queen delivers mate to an adjacent king, whose only two escape squares are obstructed by friendly pieces.



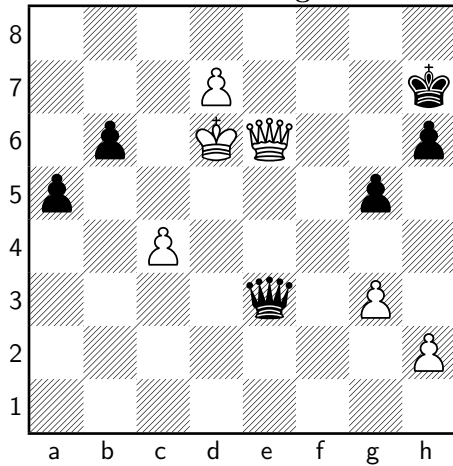
Black to move.

Solution: 23... ♕f4#



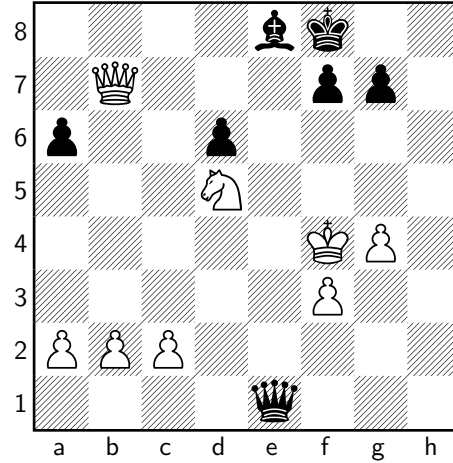
White to move.

Solution: 41 ♕h4+ ♖g6 42 ♕h5#



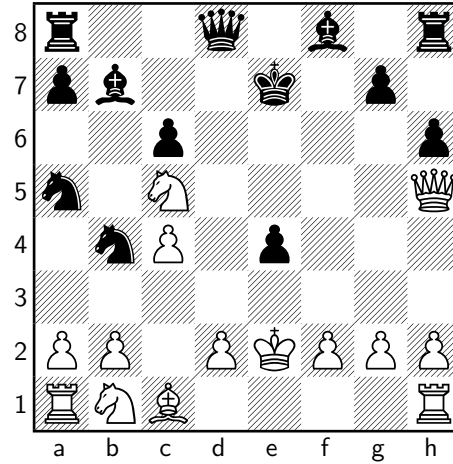
Black to move.

Solution: 49... ♖c5#



Black to move.

Solution: 36... ♖e5#

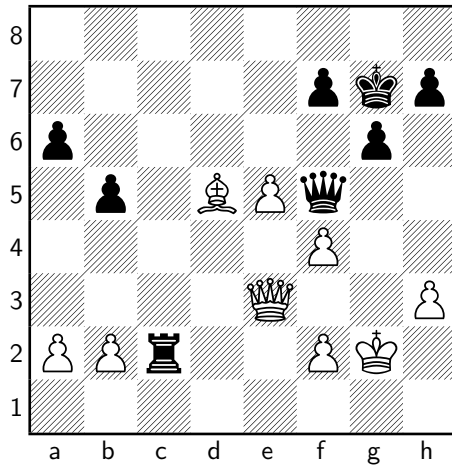


White to move.

Solution: 16 ♖e5+ ♜f7 17 ♖e6#

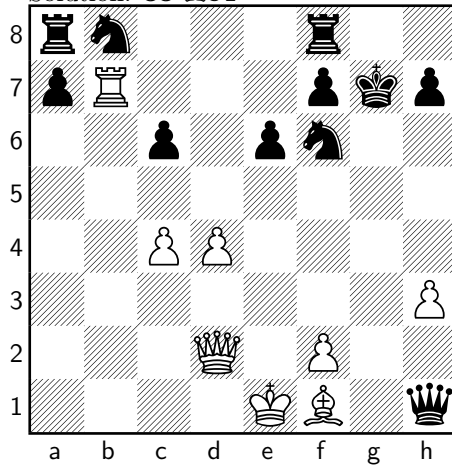
2.14 Equality

Come back from a losing position, and secure a draw or a balanced position. (eval 200cp)



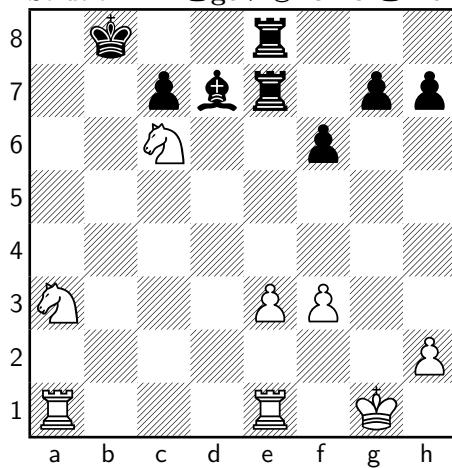
White to move.

Solution: 33 ♖e4



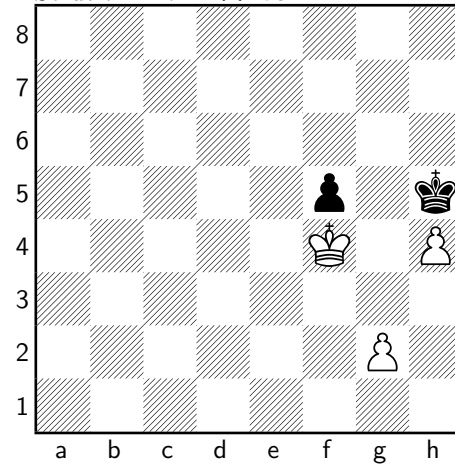
White to move.

Solution: 22 ♖g5+ ♔h8 23 ♖xf6+



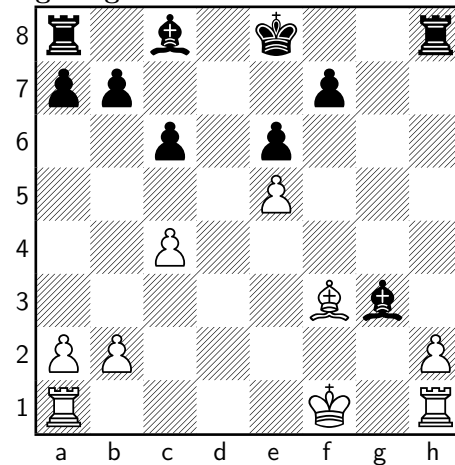
Black to move.

Solution: 27... ♖xc6



Black to move.

Solution: 56... ♖xh4 57 g3+ ♔h3 58 ♖f3 ♖h2 59 g4 f×g4+

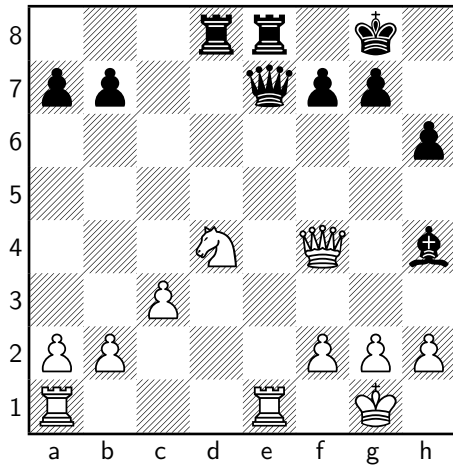


White to move.

Solution: 22 h×g3 ♖xh1+ 23 ♖xh1

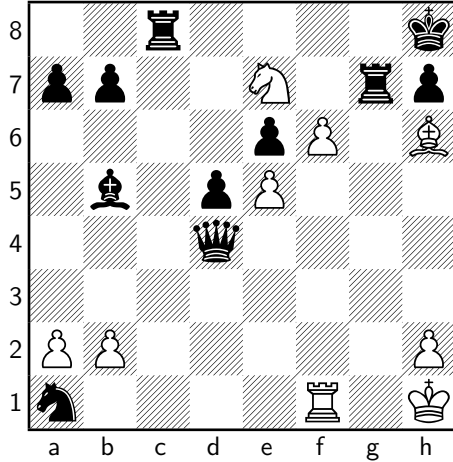
2.15 Kingside attack

An attack of the opponent's king, after they castled on the king side.



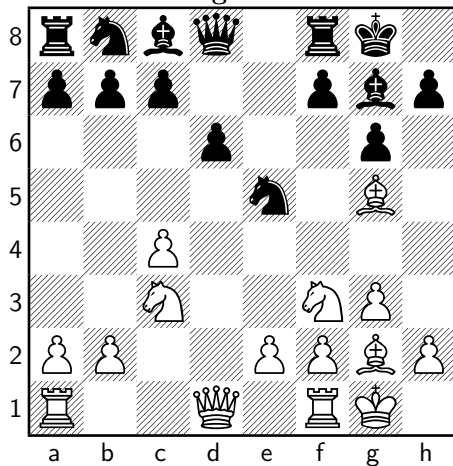
Black to move.

Solution: 28... ♖xe1+ 29 ♔xe1 ♜xe1#



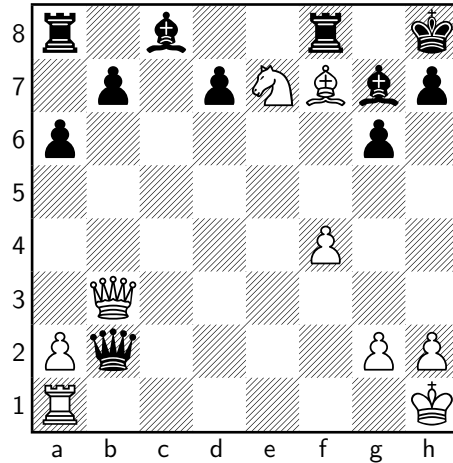
White to move.

Solution: 29 f×g7#



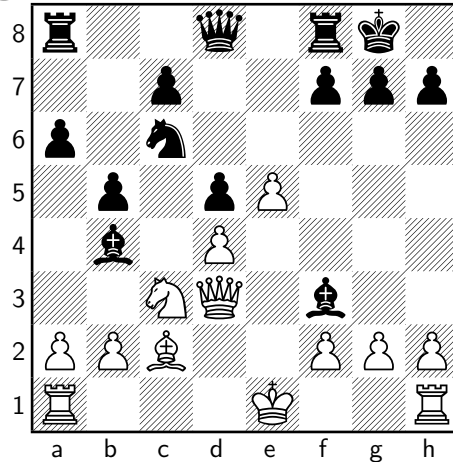
Black to move.

Solution: 9... ♘×f3+ 10 ♙×f3 ♜×g5



White to move.

Solution: 19 ♘×g6+ h×g6 20 ♜h3+ ♙h6 21 ♜×h6#

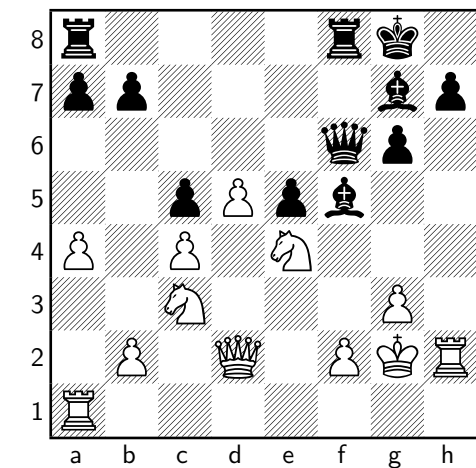


White to move.

Solution: 15 ♜×h7#

2.16 Clearance

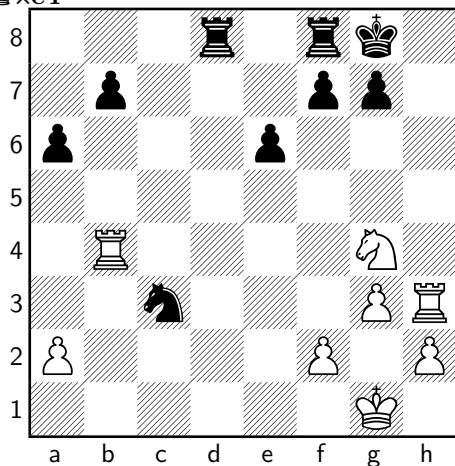
A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



Black to move.

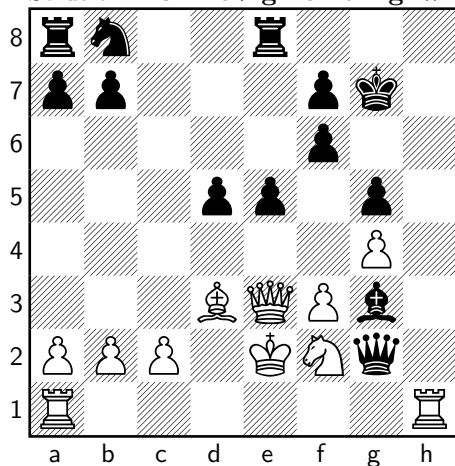
Solution: 26... ♖xe4+ 27 ♘xe4 ♙f3+ 28 ♖g1

♙xe4



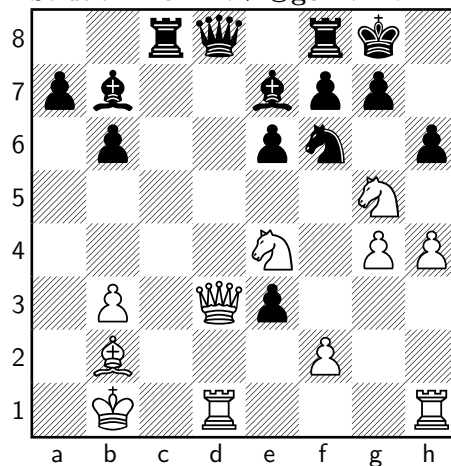
White to move.

Solution: 28 ♘f6+ gxf6 29 ♖g4#



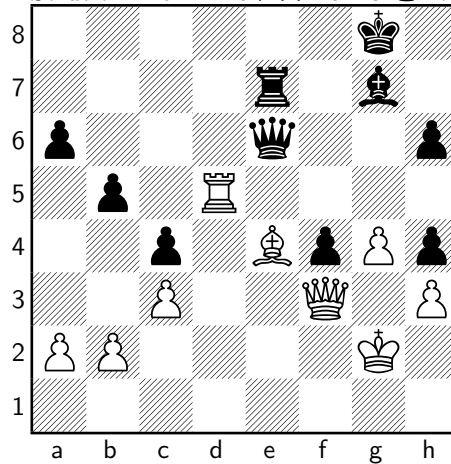
White to move.

Solution: 26 ♖h7+ ♖g8 27 ♖ah1



White to move.

Solution: 19 ♘xf6+ ♖xf6 20 ♙h7#

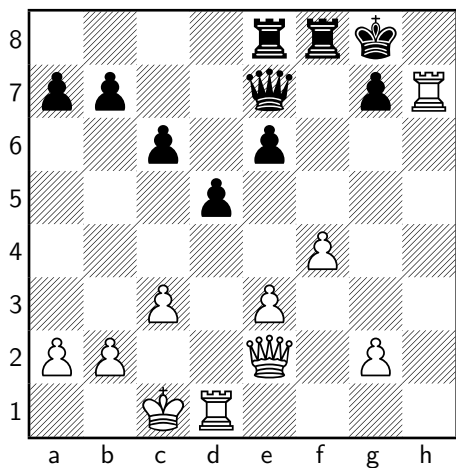


White to move.

Solution: 32 ♖d8+ ♖e8 33 ♖d5 ♖xd8 34 ♖xe6+

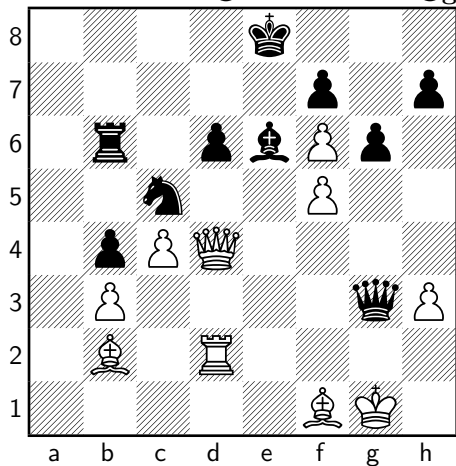
2.17 Defensive move

A precise move or sequence of moves that is needed to avoid losing material or another advantage.



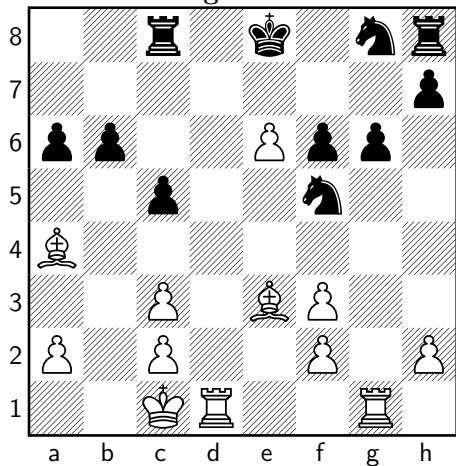
Black to move.

Solution: 19... ♔xh7 20 ♖h1+ ♔g8



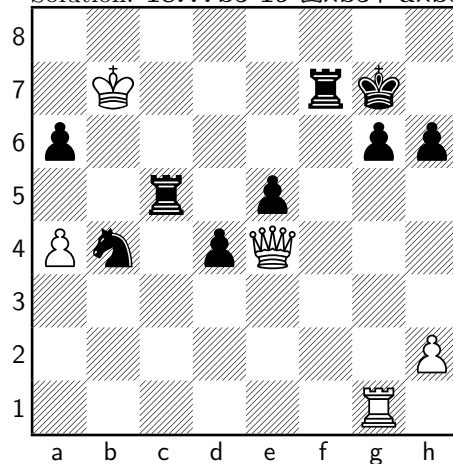
White to move.

Solution: 31 ♖g2



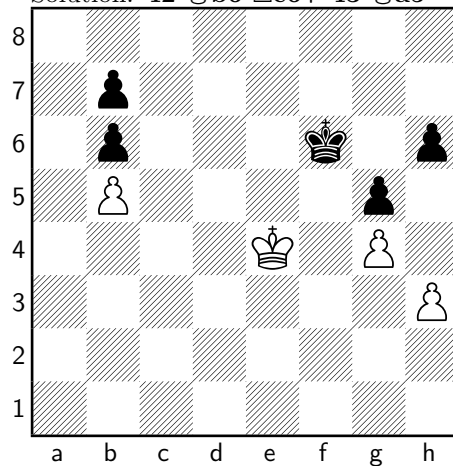
Black to move.

Solution: 18... b5 19 ♗xh5+ a5



White to move.

Solution: 42 ♗b6 ♖c6+ 43 ♗a5

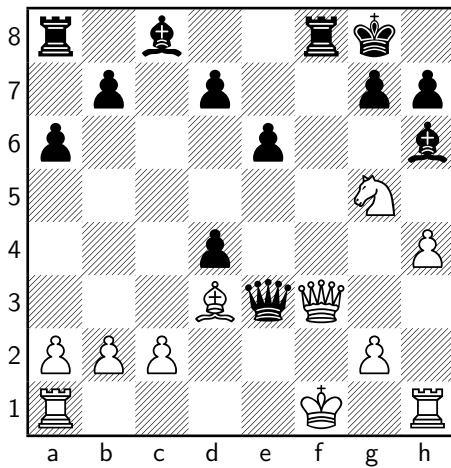


White to move.

Solution: 70 ♗d5 ♗e7 71 ♗e5

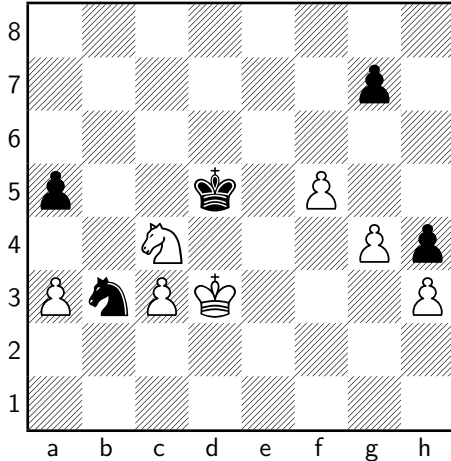
2.18 Deflection

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



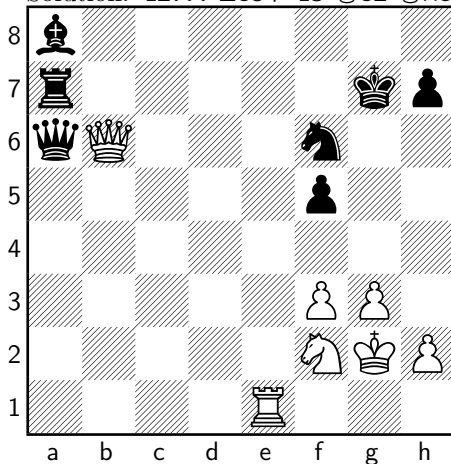
White to move.

Solution: 20 ♖xh7+ ♔h8 21 ♗xf8#



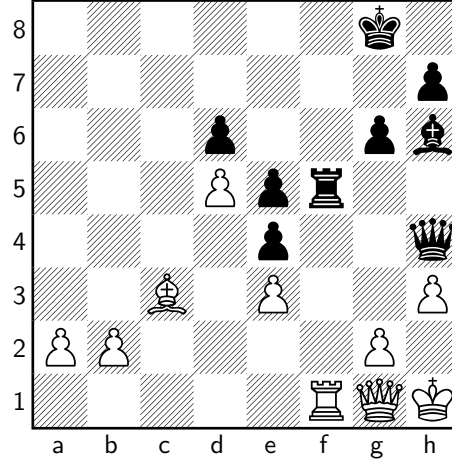
Black to move.

Solution: 42... ♘c5+ 43 ♕e2 ♖xc4



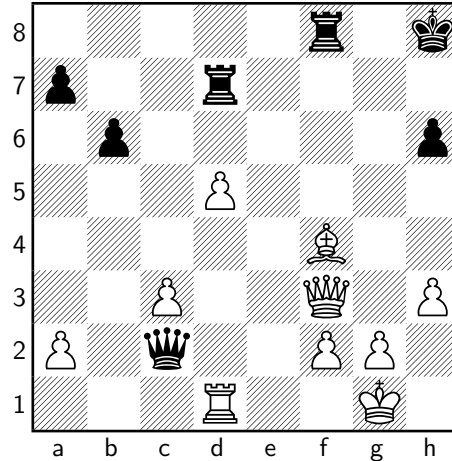
White to move.

Solution: 47 ♖e7+ ♖xe7 48 ♗xa6



Black to move.

Solution: 32... ♖xe3 33 ♗xe3 ♖xf1+

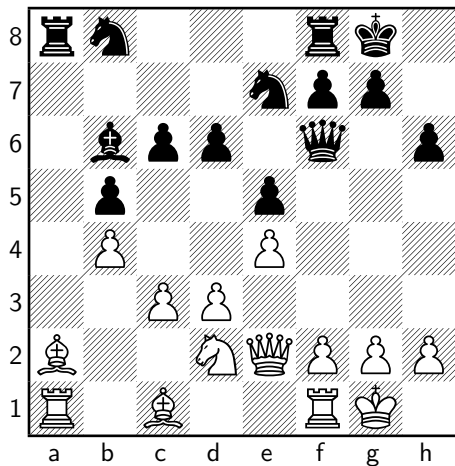


Black to move.

Solution: 33... ♖xf4 34 ♗xf4 ♗xd1+

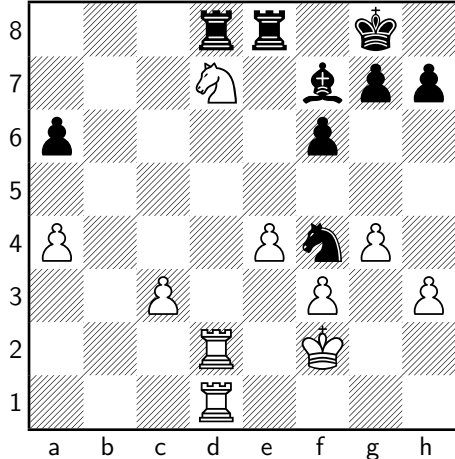
2.19 Discovered attack

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



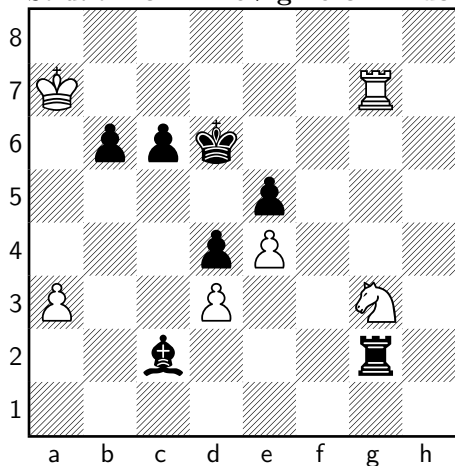
White to move.

Solution: 15 ♖xf7+ ♔xf7 16 ♜xa8



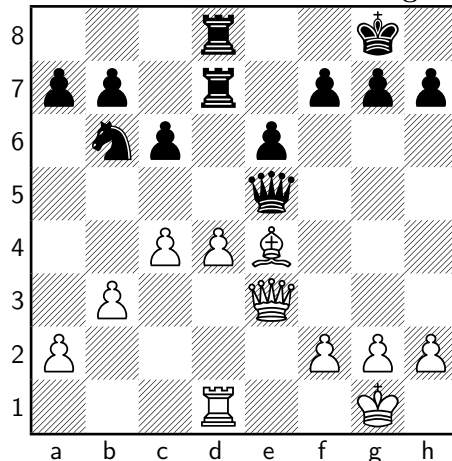
White to move.

Solution: 31 ♖xf6+ gxf6 32 ♜xd8



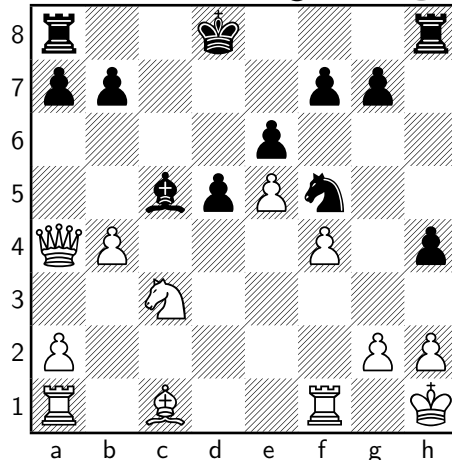
White to move.

Solution: 43 ♖f5+ ♔c5 44 ♜xg2



White to move.

Solution: 21 ♖h7+ ♔xh7 22 ♜xe5

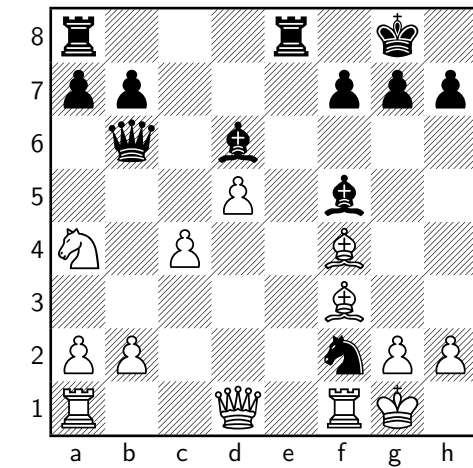


Black to move.

Solution: 17... ♖g3+ 18 h×g3 h×g3#

2.20 Double check

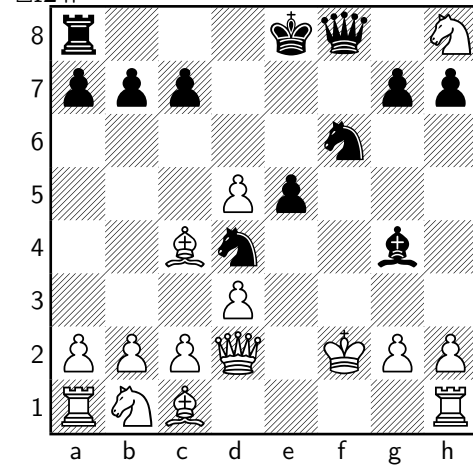
Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



Black to move.

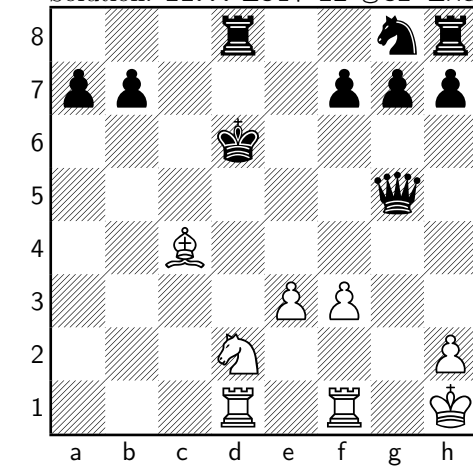
Solution: 18... ♖h3+ 19 ♔h1 ♚g1+ 20 ♜xg1

♜f2#



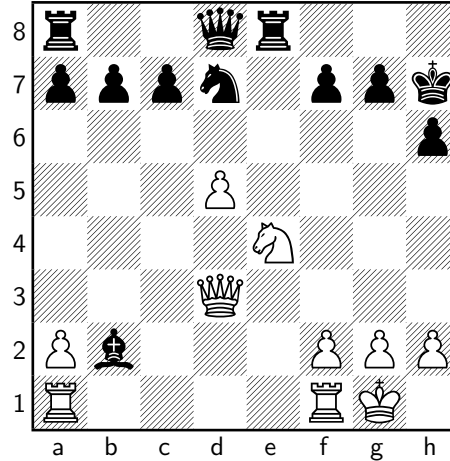
Black to move.

Solution: 11... ♖e4+ 12 ♔e1 ♖xd2



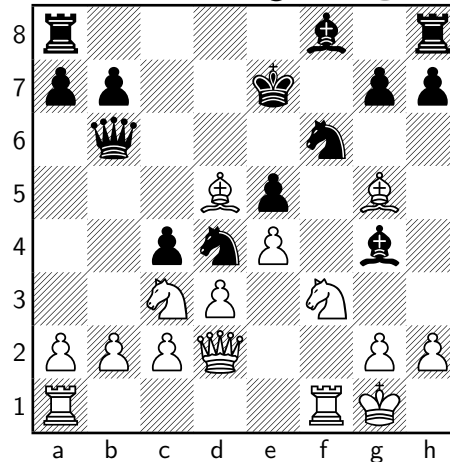
White to move.

Solution: 21 ♖e4+ ♔e7 22 ♖xg5 ♜xd1 23 ♜xd1



White to move.

Solution: 21 ♖f6+ ♔h8 22 ♚h7#

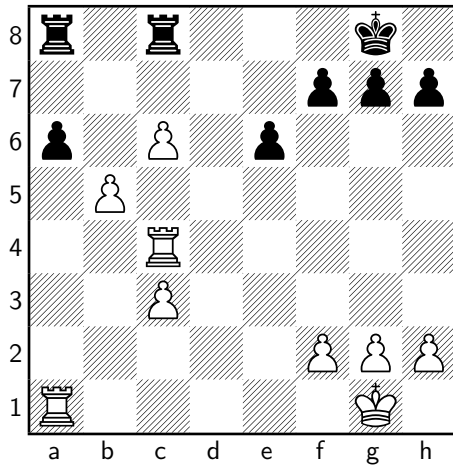


Black to move.

Solution: 12... ♖xf3+ 13 ♔h1 ♖xd2

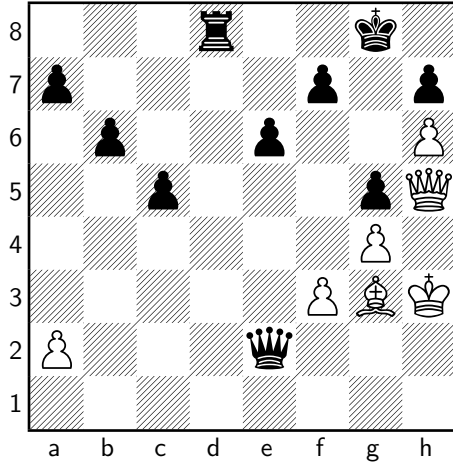
2.21 Endgame

A tactic during the last phase of the game.



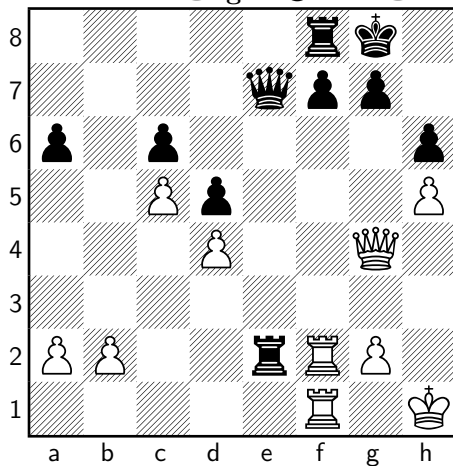
Black to move.

Solution: 26...axb5 27 ♖d1 bxc4



White to move.

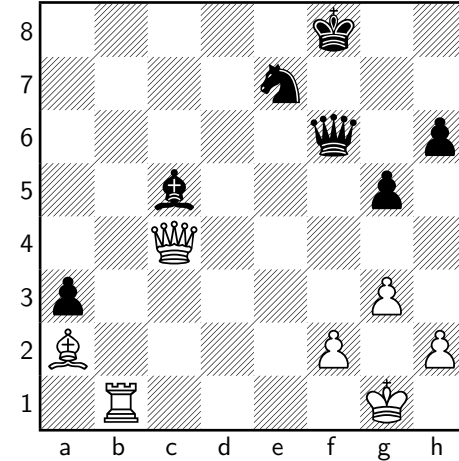
Solution: 36 ♜xg5+ ♔f8 37 ♜xg8#



Black to move.

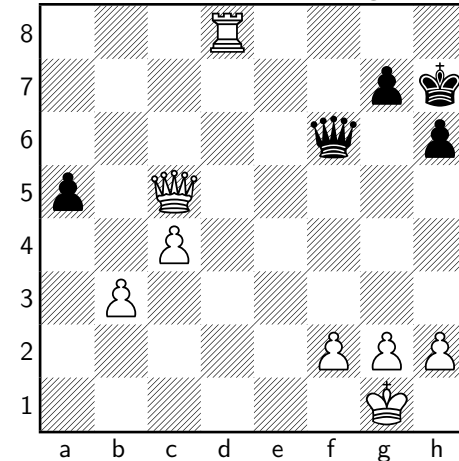
Solution: 26...♙xf2 27 ♜xf2 ♜e1+ 28 ♔h2

♜xf2



Black to move.

Solution: 39...♜xf2+ 40 ♔h1 ♜f3#

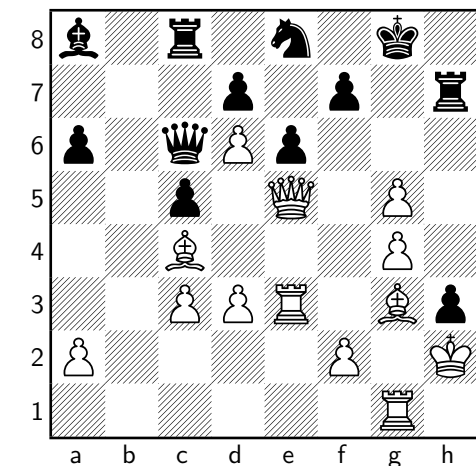


Black to move.

Solution: 33...♜a1+ 34 ♜d1 ♜xd1#

2.22 Exposed king

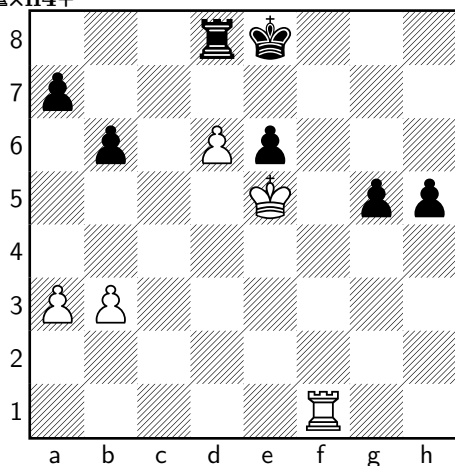
A tactic involving a king with few defenders around it, often leading to checkmate.



Black to move.

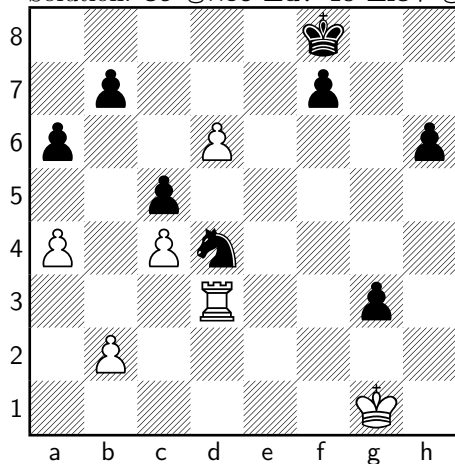
Solution: 29... ♖g2+ 30 ♜xg2 h×g2+ 31 ♙h4

♜xh4+



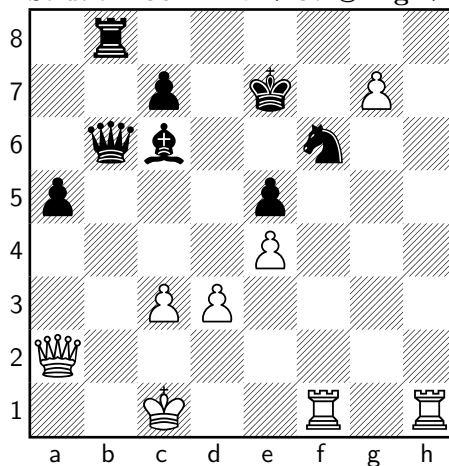
White to move.

Solution: 39 ♙×e6 ♜d7 40 ♜f8+ ♙×f8 41 ♙×d7



Black to move.

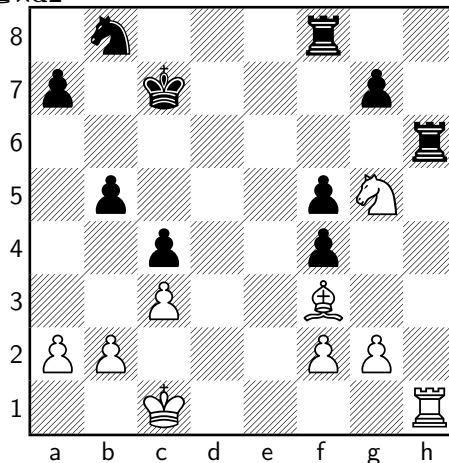
Solution: 36... ♘e2+ 37 ♙f1 g2+ 38 ♙×e2 g1♚



Black to move.

Solution: 29... ♖e3+ 30 ♖d2 ♜b1+ 31 ♙×b1

♖×d2

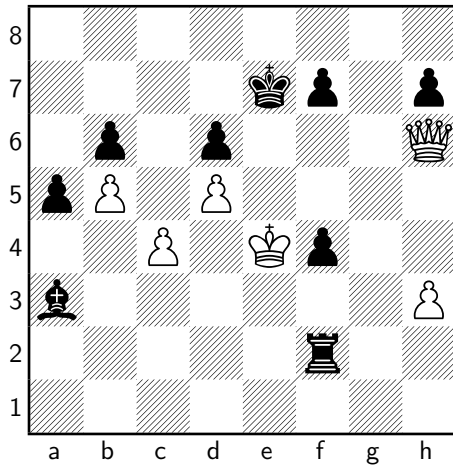


White to move.

Solution: 36 ♜×h6 g×h6 37 ♘e6+ ♙d6 38 ♘×f8

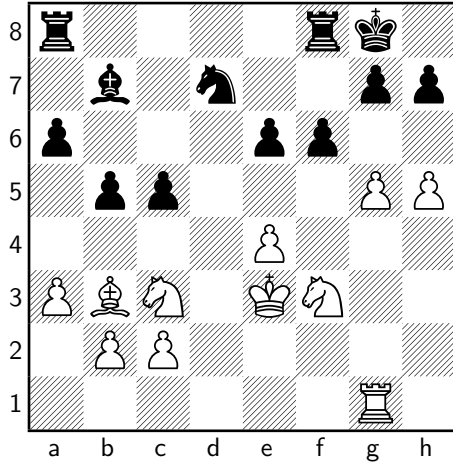
2.23 Fork

A move where the moved piece attacks two opponent pieces at once.



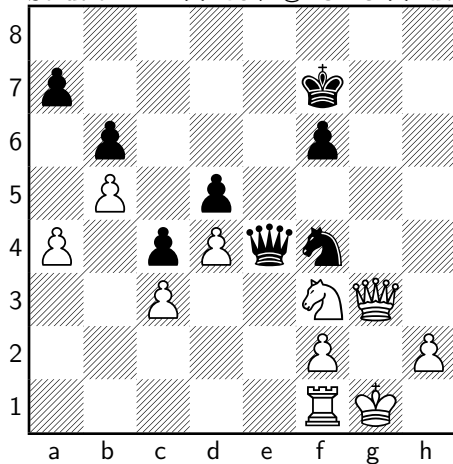
White to move.

Solution: 47 ♖h4+ ♔d7 48 ♕xf2



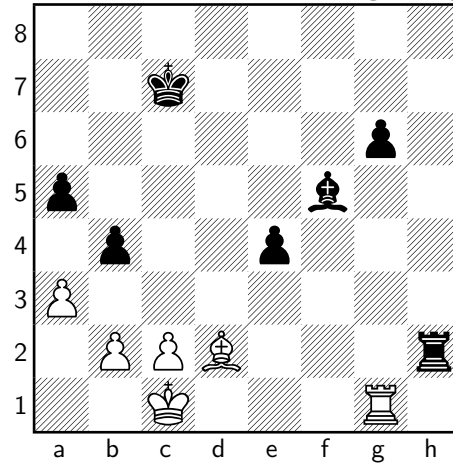
White to move.

Solution: 22 ♗xe6+ ♔h8 23 ♗xd7



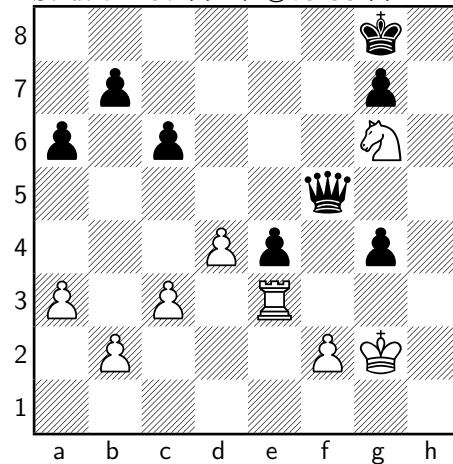
Black to move.

Solution: 42... ♖e2+ 43 ♖g2 ♖xg3



White to move.

Solution: 37 ♗f4+ ♔c8 38 ♗xh2

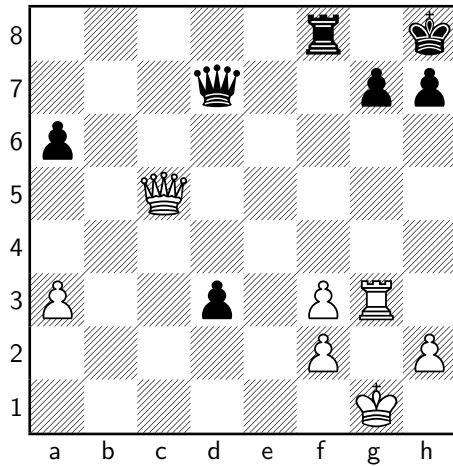


White to move.

Solution: 46 ♖e7+ ♔f7 47 ♖xf5

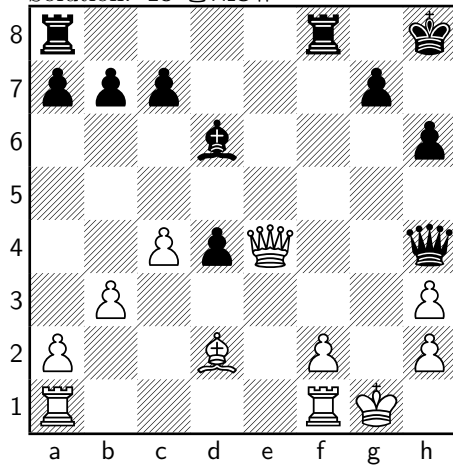
2.24 Hanging piece

A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



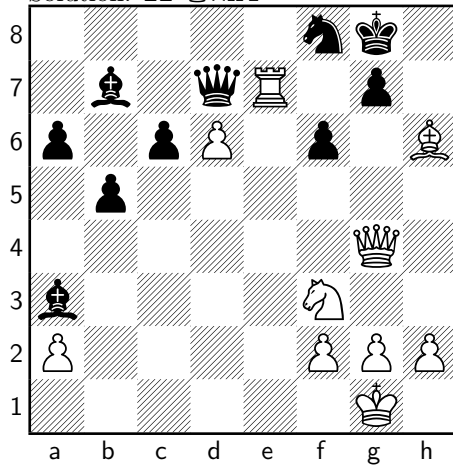
White to move.

Solution: 40 ♖xf8#



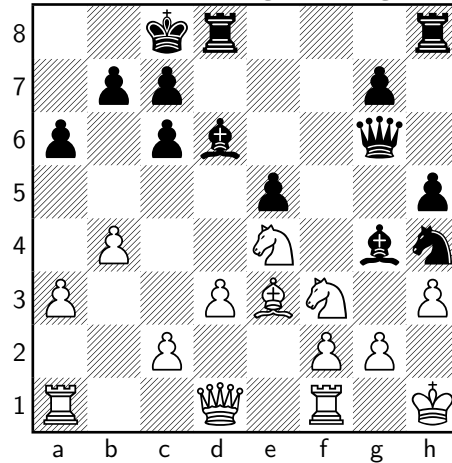
White to move.

Solution: 22 ♖xh4



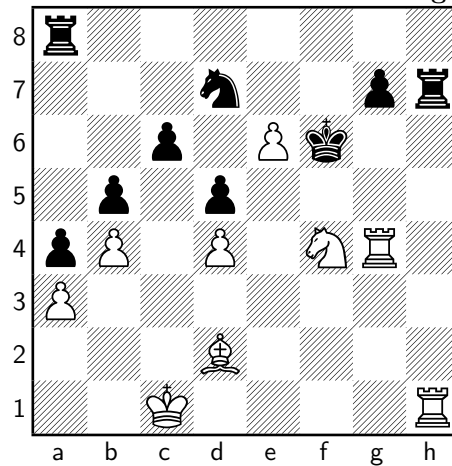
Black to move.

Solution: 27... ♖xg4 28 ♜xg7+ ♖xg7



White to move.

Solution: 15 ♘xh4 ♙xd1 16 ♘xg6

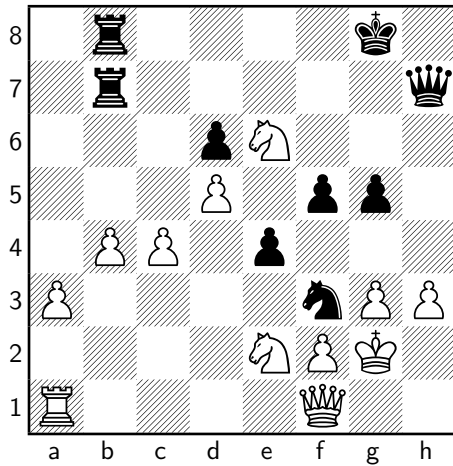


Black to move.

Solution: 27... ♜xh1+

2.25 Hook mate

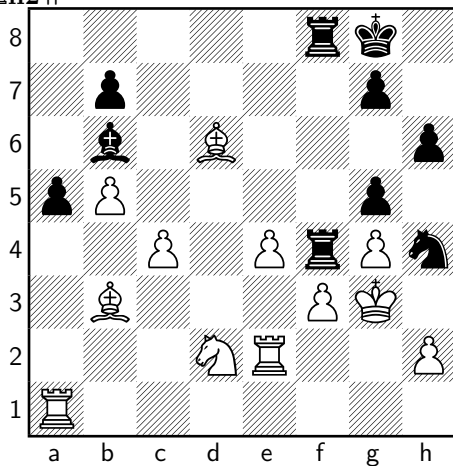
Checkmate with a rook, knight, and pawn along with one enemy pawn to limit the enemy king's escape.



Black to move.

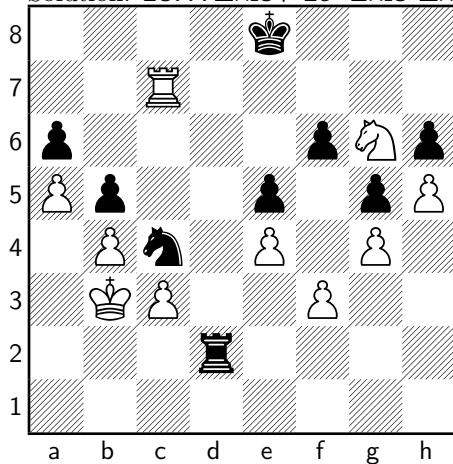
Solution: 36... ♖xh3+ 37 ♔xh3 ♜h7+ 38 ♔g2

♜h2#



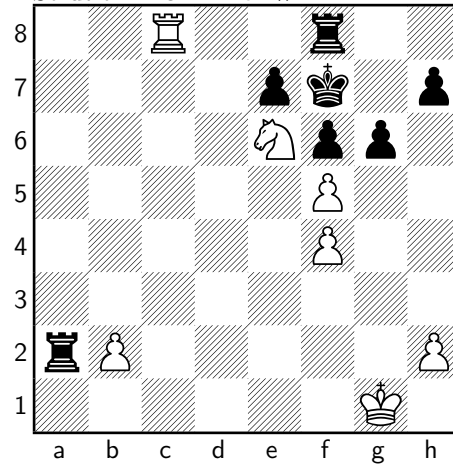
Black to move.

Solution: 28... ♜xh3+ 29 ♔xh3 ♜xh3#



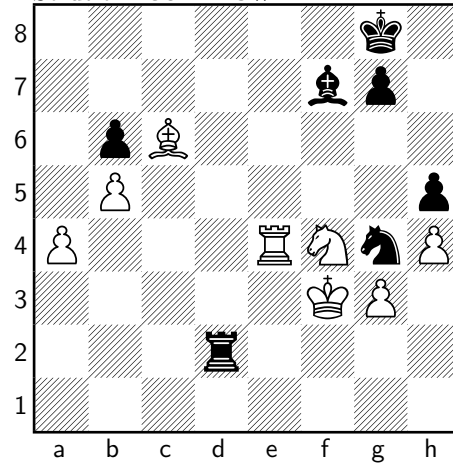
Black to move.

Solution: 40... ♜b2#



White to move.

Solution: 30 ♜xh8#

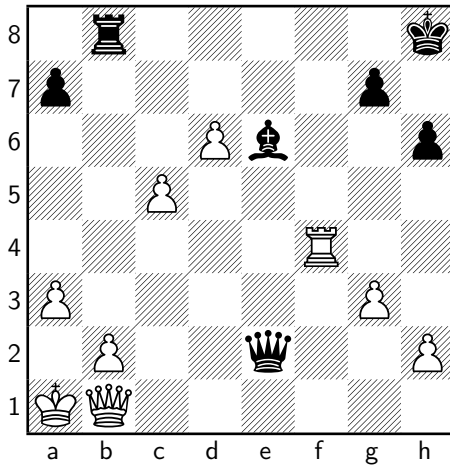


Black to move.

Solution: 41... ♜f2#

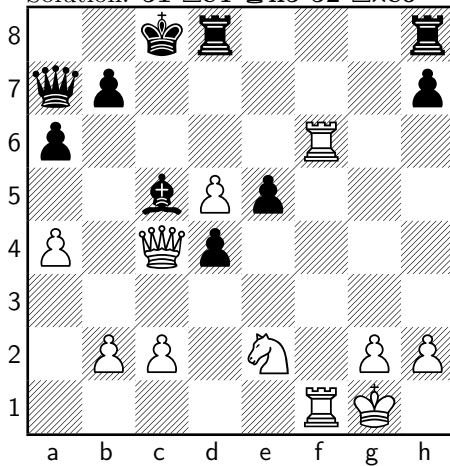
2.26 Interference

Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



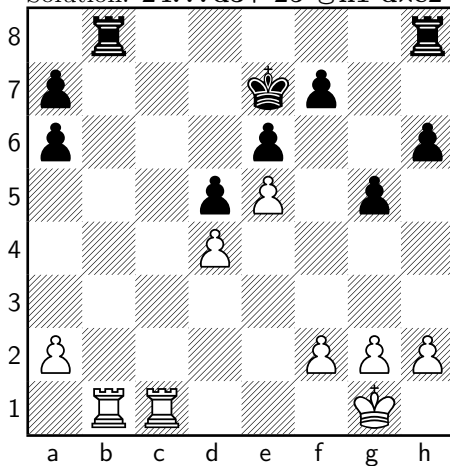
White to move.

Solution: 51 ♖e4 ♗h5 52 ♖xe6



Black to move.

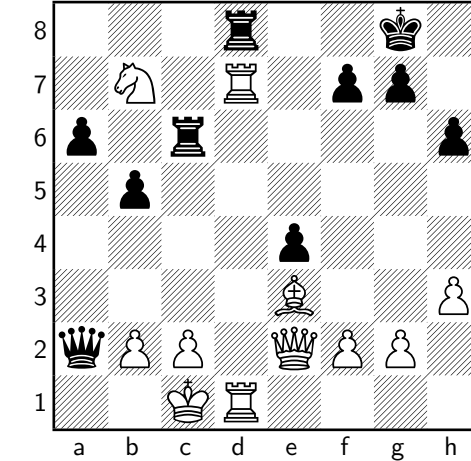
Solution: 24... d3+ 25 ♔h1 dxe2



White to move.

Solution: 28 ♖c7+ ♔d8 29 ♖xb8+ ♗xc7 30

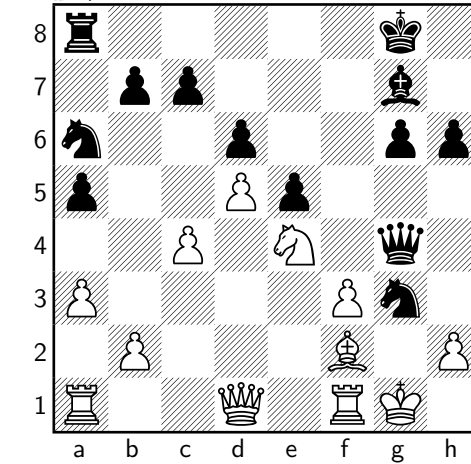
♖xh8



Black to move.

Solution: 25... ♗a1+ 26 ♔d2 ♖xd7+ 27 ♔e1

♖xd1+

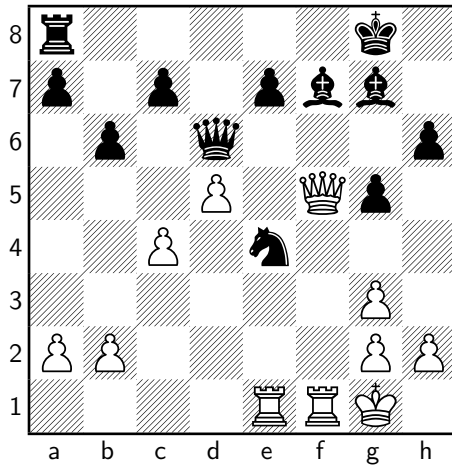


Black to move.

Solution: 18... ♗e2+ 19 ♔h1 ♗xf3#

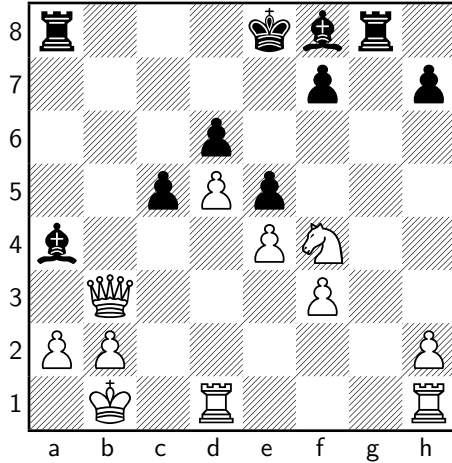
2.27 Intermezzo

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



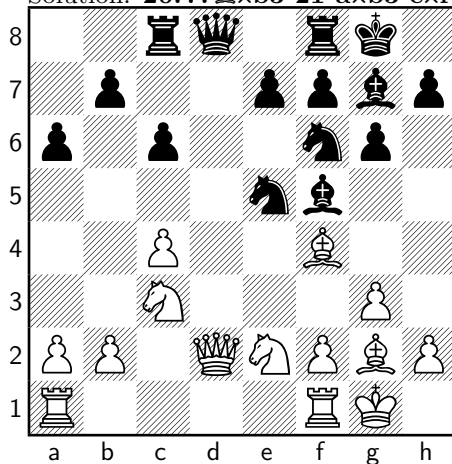
White to move.

Solution: 23 ♖xf7+ ♔h8 24 ♜xe4



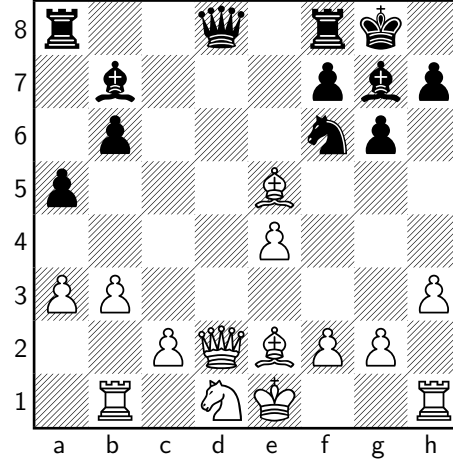
Black to move.

Solution: 20... ♗xb3 21 axb3 exf4



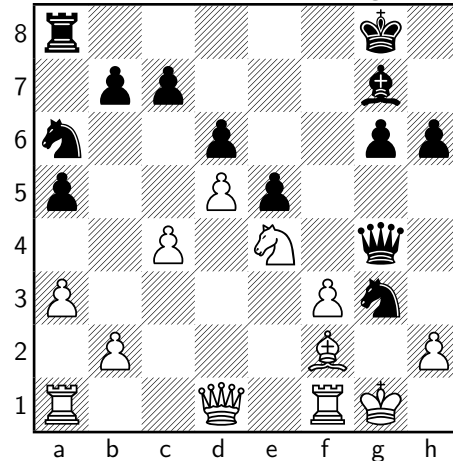
White to move.

Solution: 14 ♖xd8 ♜fxd8 15 ♗xe5



Black to move.

Solution: 17... ♖xd2+ 18 ♗xd2 ♗xe4+

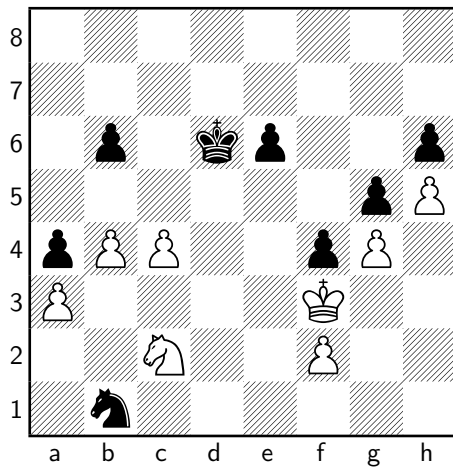


Black to move.

Solution: 18... ♗e2+ 19 ♗h1 ♖xf3#

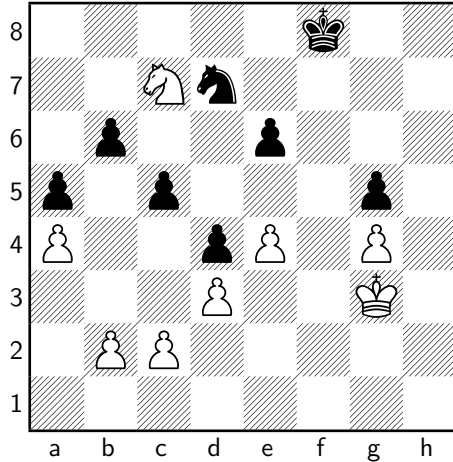
2.28 Knight endgame

An endgame with only knights and pawns.



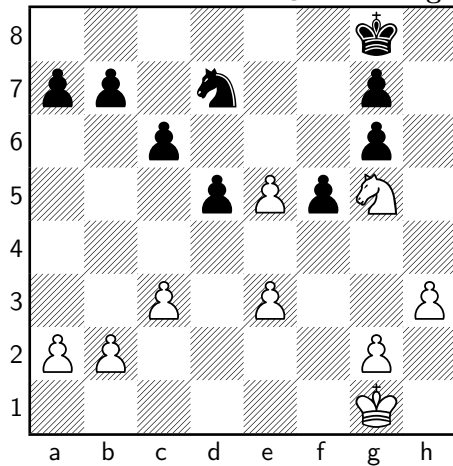
Black to move.

Solution: 40... ♖d2+ 41 ♔e2 ♖xc4



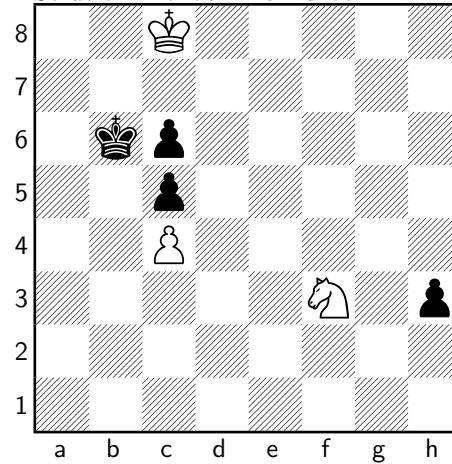
White to move.

Solution: 33 ♖xe6+ ♔e7 34 ♖xg5



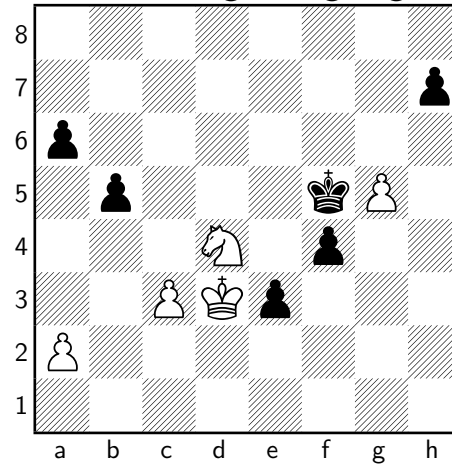
White to move.

Solution: 27 e6 ♖f6 28 e7



Black to move.

Solution: 63... ♖a5 64 ♖d7 ♖b4 65 ♖xc6 ♖xc4

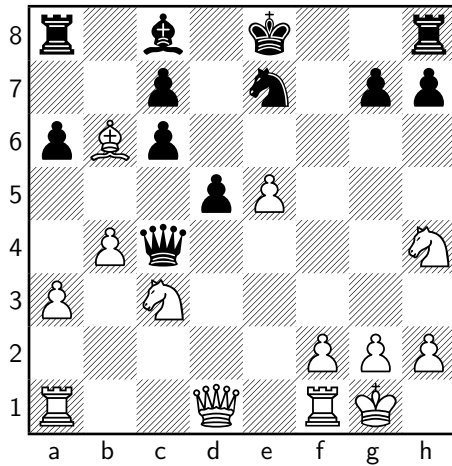


Black to move.

Solution: 47... ♖xg5 48 a4 bxa4

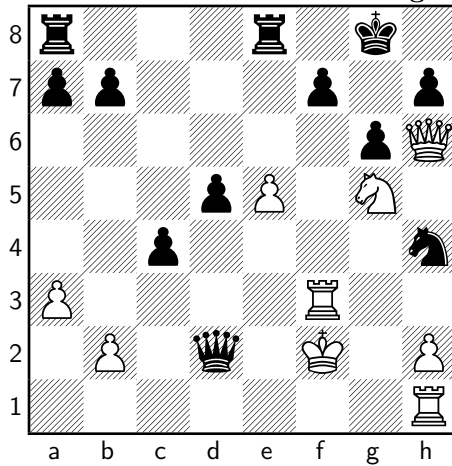
2.29 Long puzzle

Three moves to win.



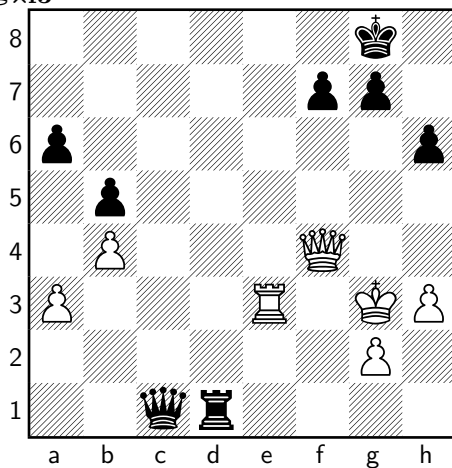
Black to move.

Solution: 17... cxb6 18 ♖h5+ g6 19 ♖h6 ♖xc3



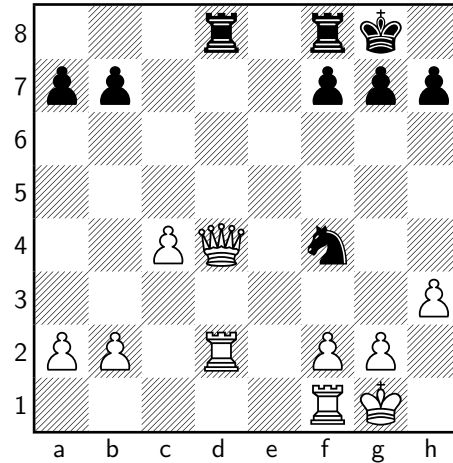
White to move.

Solution: 29 ♔g3 ♖xg5+ 30 ♖xg5 ♔xf3 31 ♔xf3



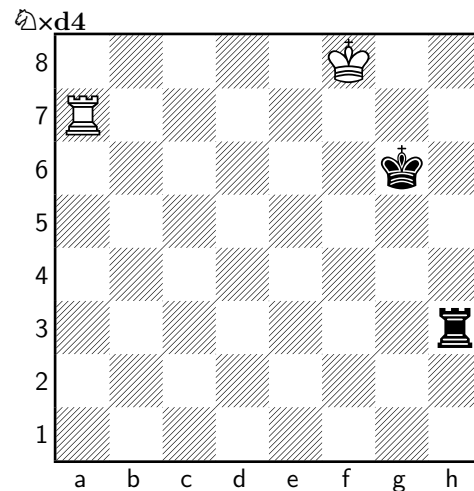
White to move.

Solution: 36 ♜e8+ ♔h7 37 ♖f5+ g6 38 ♖xf7#



Black to move.

Solution: 21... ♜xd4 22 ♜xd4 ♔e2+ 23 ♔h1

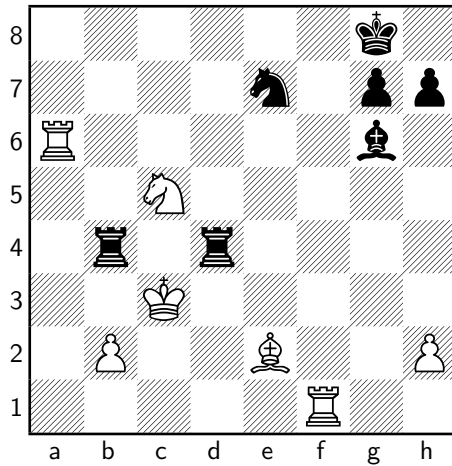


Black to move.

Solution: 90... ♜h8+ 91 ♔e7 ♜h7+ 92 ♔e6 ♜xa7

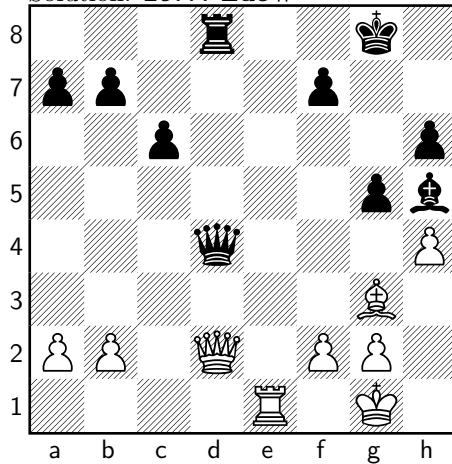
2.30 Master games

Puzzles from games played by titled players.



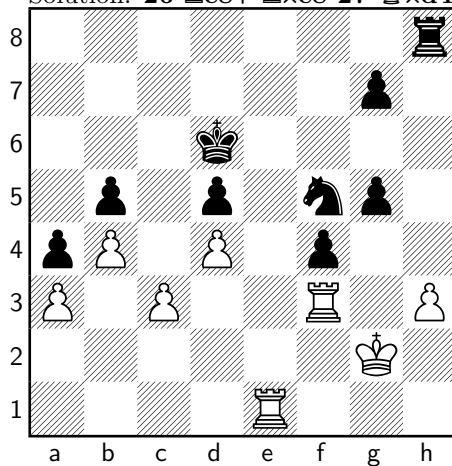
Black to move.

Solution: 29... ♖d5#



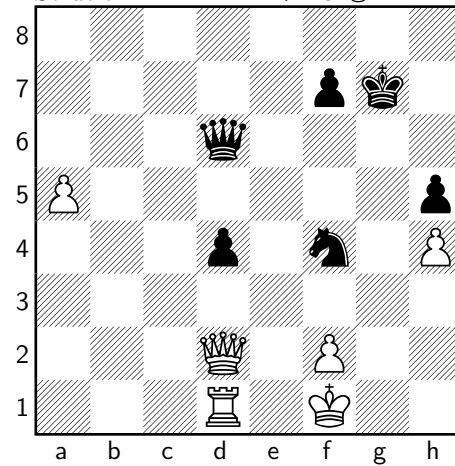
White to move.

Solution: 26 ♖e8+ ♜xe8 27 ♜xd4



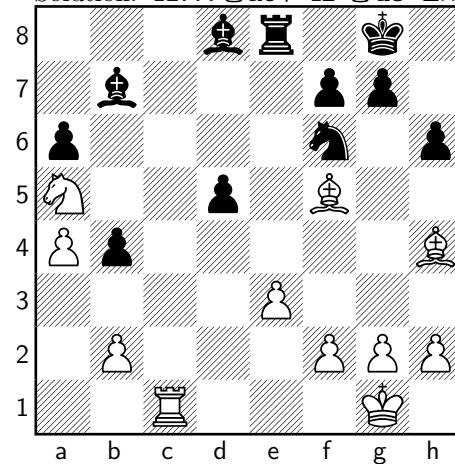
Black to move.

Solution: 42... ♖h4+ 43 ♜f2 ♖xf3



Black to move.

Solution: 41... ♜a6+ 42 ♜d3 ♖xd3

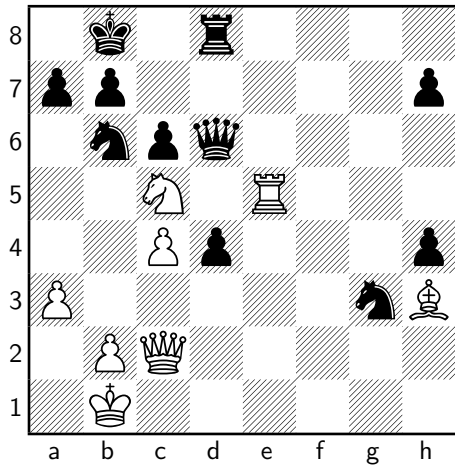


Black to move.

Solution: 23... ♙xa5 24 ♙xf6 gxf6

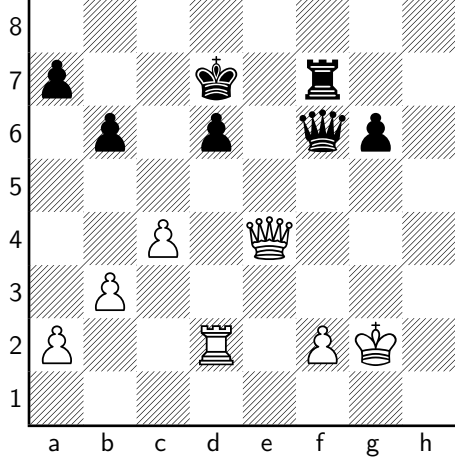
2.31 Master vs Master games

Puzzles from games between two titled players.



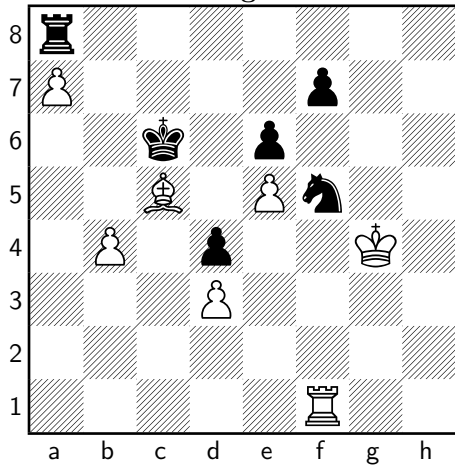
White to move.

Solution: 30 ♖xh7 ♘d7 31 ♘xd7+



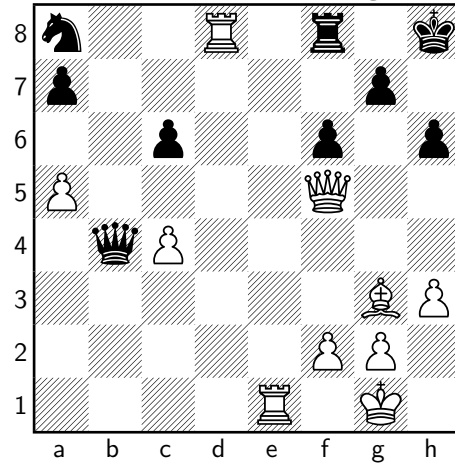
Black to move.

Solution: 37... ♜g5+ 38 ♝f1 ♜xd2



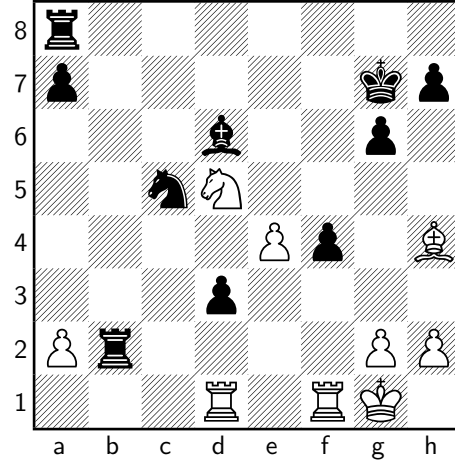
Black to move.

Solution: 42... ♘e3+ 43 ♙g5 ♘xf1



Black to move.

Solution: 26... ♜xe1+ 27 ♙h2 ♜xd8

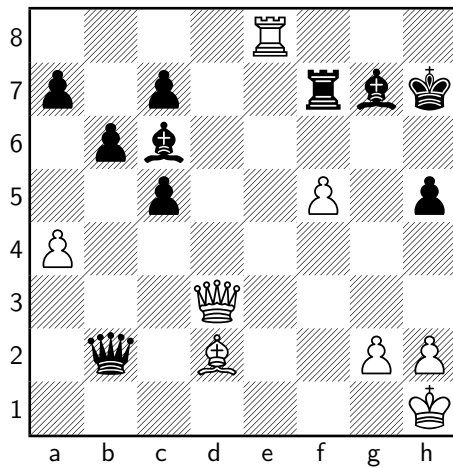


White to move.

Solution: 30 ♜f6+ ♙f7 31 ♜xb2

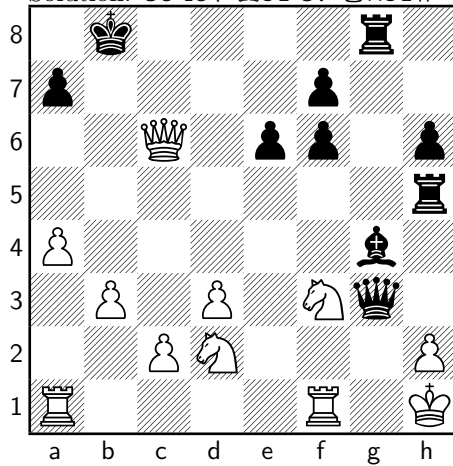
2.32 Checkmate

Win the game with style.



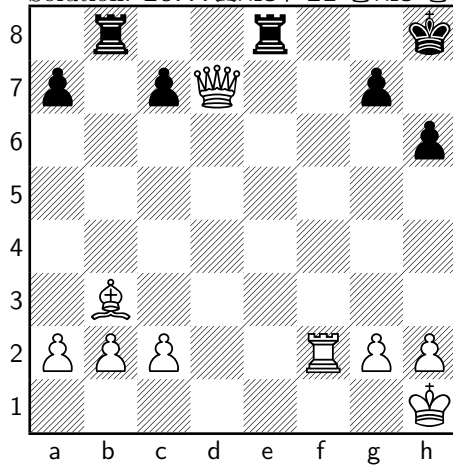
White to move.

Solution: 36 f6+ ♗e4 37 ♔×e4#



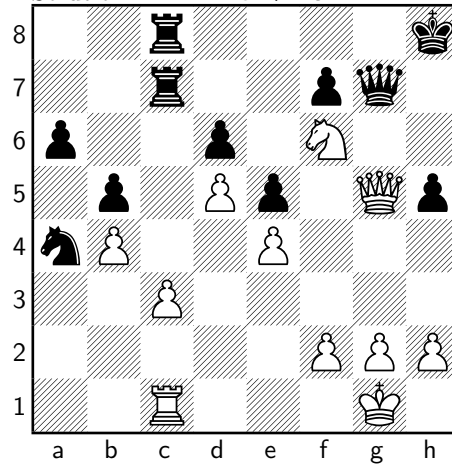
Black to move.

Solution: 20... ♗×f3+ 21 ♔×f3 ♗×h2#



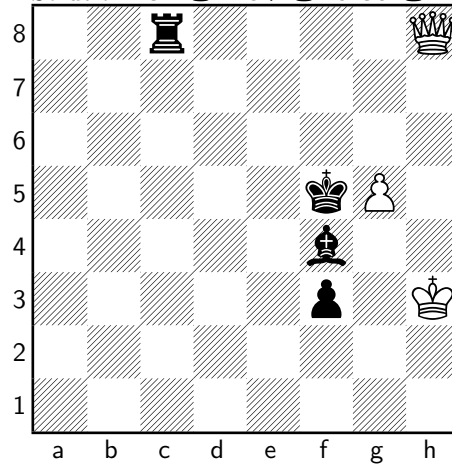
Black to move.

Solution: 24... ♖e1+ 25 ♖f1 ♖×f1#



White to move.

Solution: 34 ♗×h5+ ♗h6 35 ♗×h6#

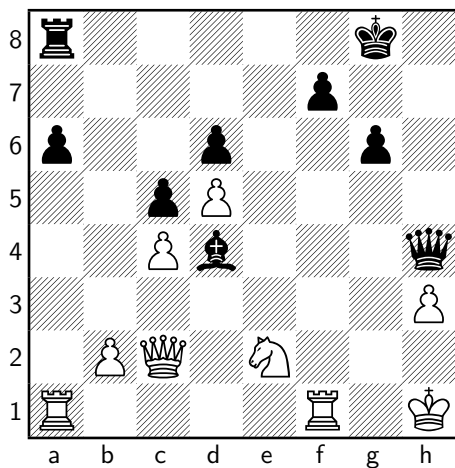


Black to move.

Solution: 52... ♖×h8#

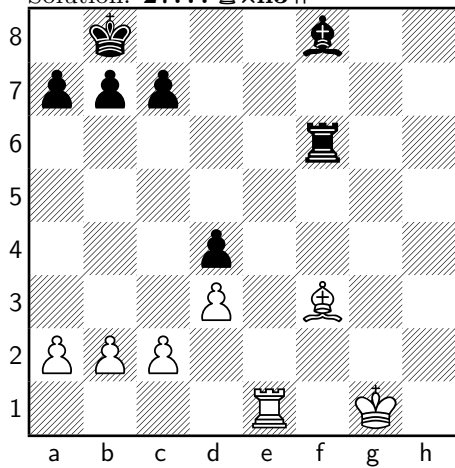
2.33 Mate in 1

Deliver checkmate in one move.



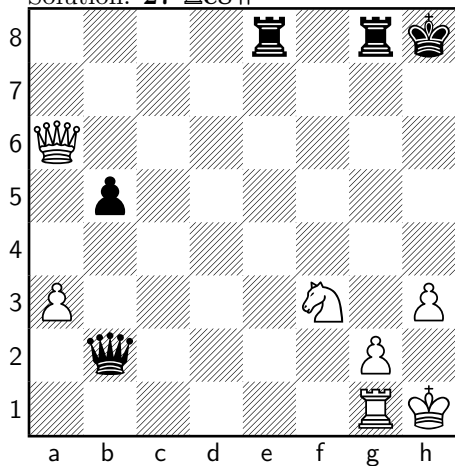
Black to move.

Solution: 27... ♖×h3#



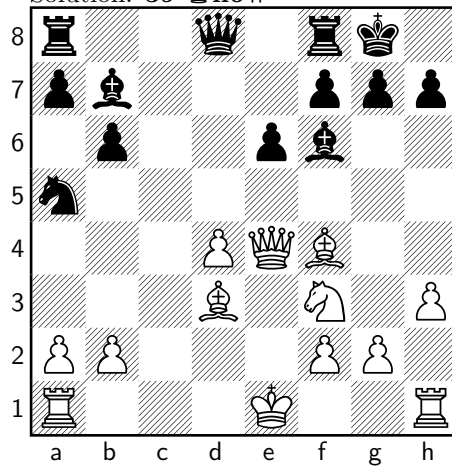
White to move.

Solution: 27 ♖e8#



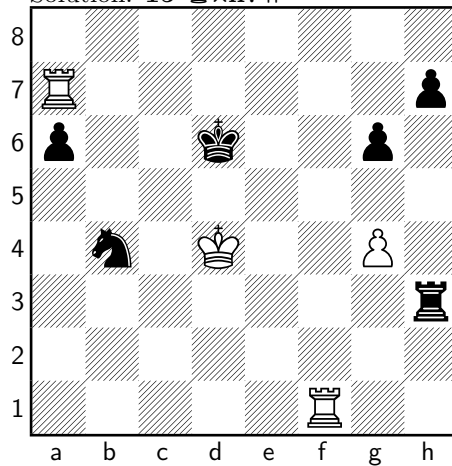
White to move.

Solution: 39 ♖h6#



White to move.

Solution: 15 ♖h7#

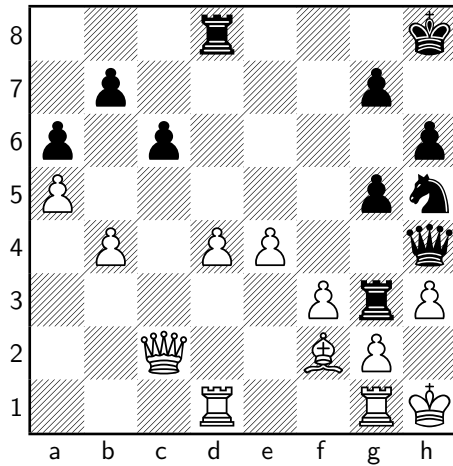


White to move.

Solution: 42 ♖f6#

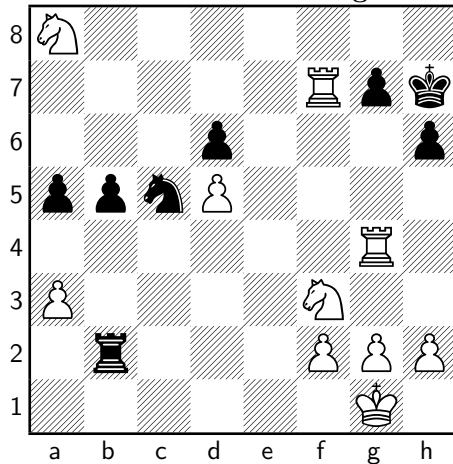
2.34 Mate in 2

Deliver checkmate in two moves.



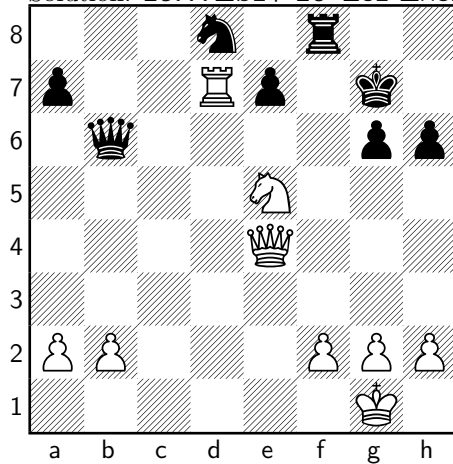
Black to move.

Solution: 35... ♖×h3+ 36 g×h3 ♕×h3#



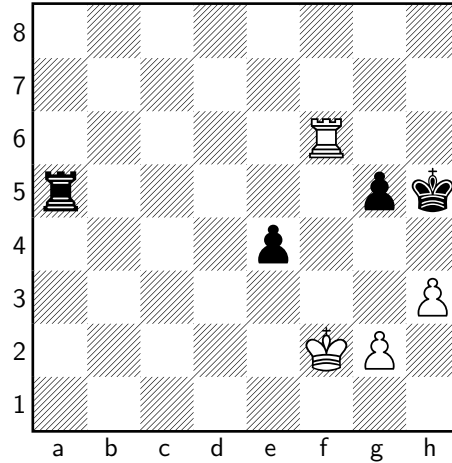
Black to move.

Solution: 25... ♖b1+ 26 ♘e1 ♕×e1#



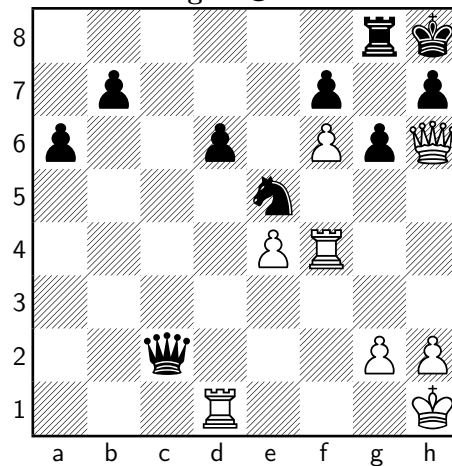
Black to move.

Solution: 27... ♖×f2+ 28 ♔h1 ♕f1#



White to move.

Solution: 49 g4+ ♔h4 50 ♖h6#

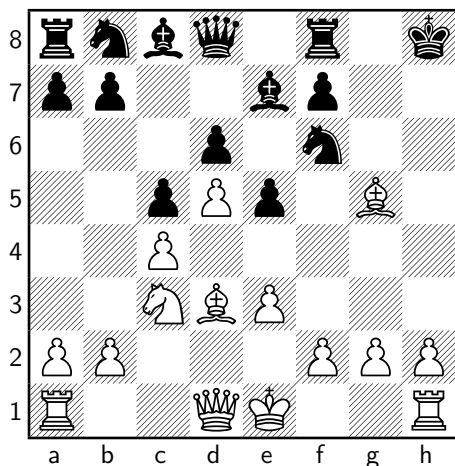


White to move.

Solution: 23 ♕×h7+ ♔×h7 24 ♖h4#

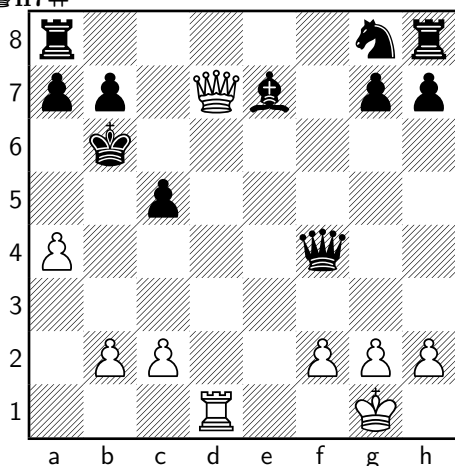
2.35 Mate in 3

Deliver checkmate in three moves.



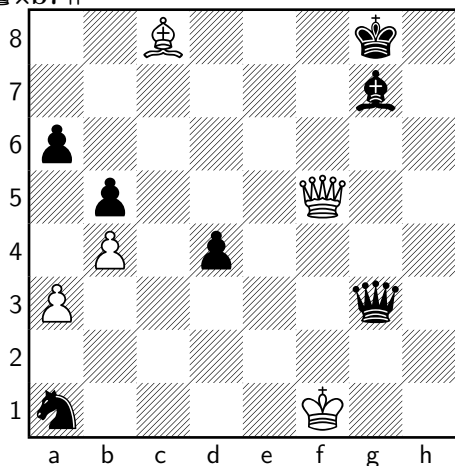
White to move.

Solution: 12 ♖xf6+ ♜xf6 13 ♜h5+ ♜g7 14 ♜h7#



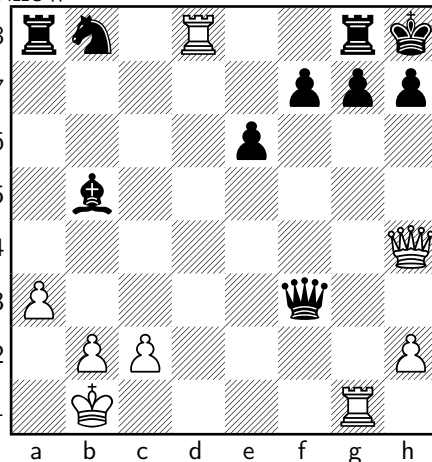
White to move.

Solution: 27 ♜b5+ ♜c7 28 ♜d7+ ♜c8 29 ♜xb7#



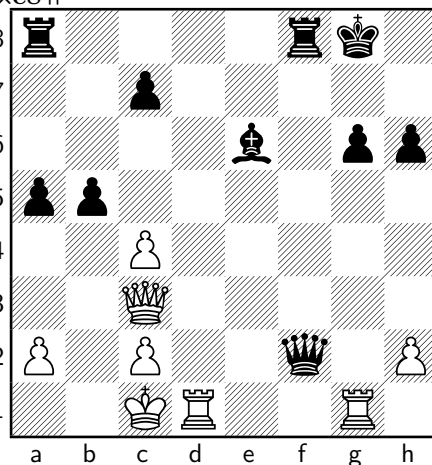
White to move.

Solution: 35 ♜e6+ ♜h8 36 ♜h5+ ♜h6 37 ♜xh6#



White to move.

Solution: 23 ♜xg8+ ♜xg8 24 ♜d8+ ♜e8 25 ♜xe8#

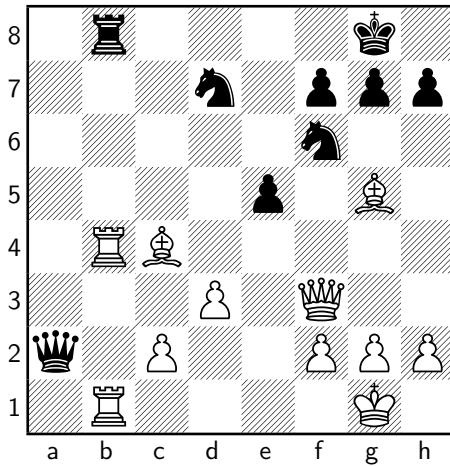


White to move.

Solution: 24 ♜xg6+ ♜f7 25 ♜g7+ ♜e8 26 ♜xe6#

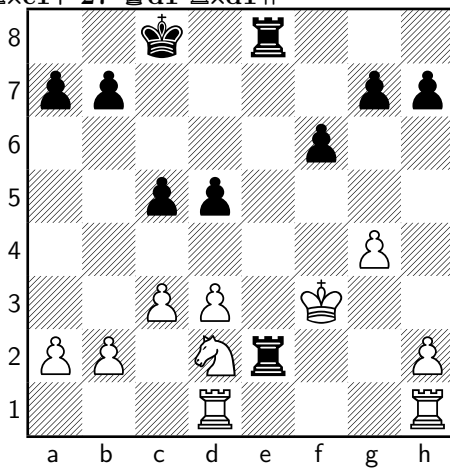
2.36 Mate in 4

Deliver checkmate in four moves.



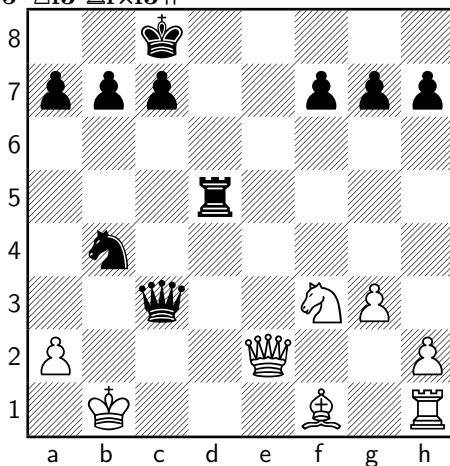
Black to move.

Solution: 24... ♖xb1+ 25 ♜xb1 ♜xb1+ 26 ♙c1 ♜xc1+ 27 ♙d1 ♜xd1#



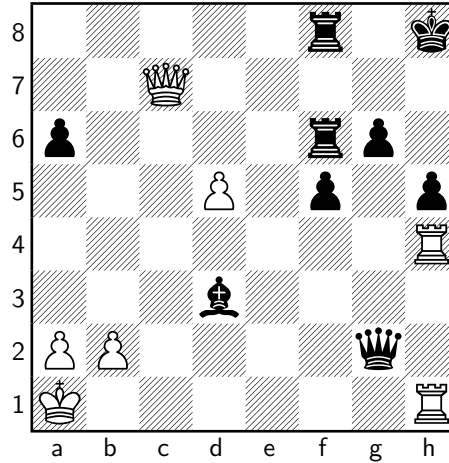
Black to move.

Solution: 22... ♜8e3+ 23 ♙f4 g5+ 24 ♙f5 ♜f2+ 25 ♙f3 ♜xf3#



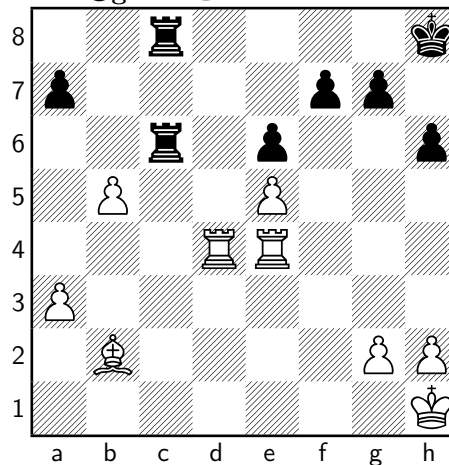
White to move.

Solution: 23 ♙e8+ ♜d8 24 ♙h3+ f5 25 ♙xf5+ ♙b8 26 ♙xd8#



White to move.

Solution: 37 ♜xh5+ g×h5 38 ♜xh5+ ♜h6 39 ♜xh6+ ♙g8 40 ♙h7#

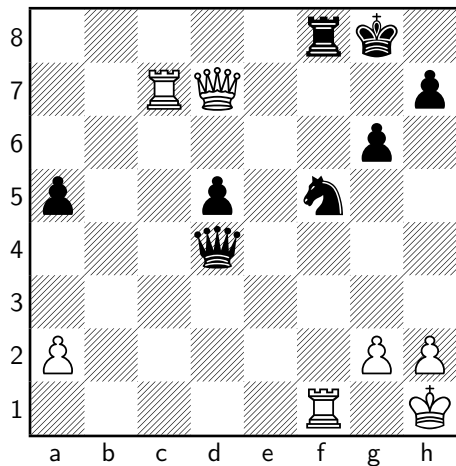


Black to move.

Solution: 29... ♜c1+ 30 ♙xc1 ♜xc1+ 31 ♜d1 ♜xd1+ 32 ♜e1 ♜xe1#

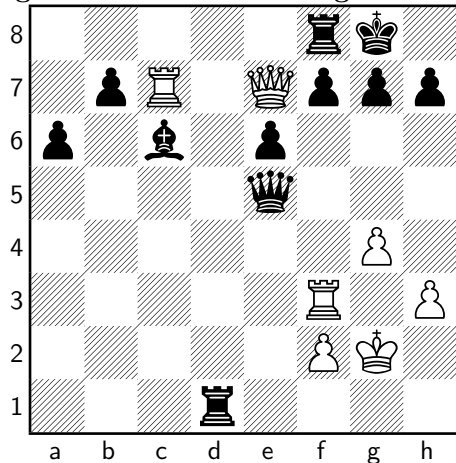
2.37 Mate in 5 or more

Figure out a long mating sequence.



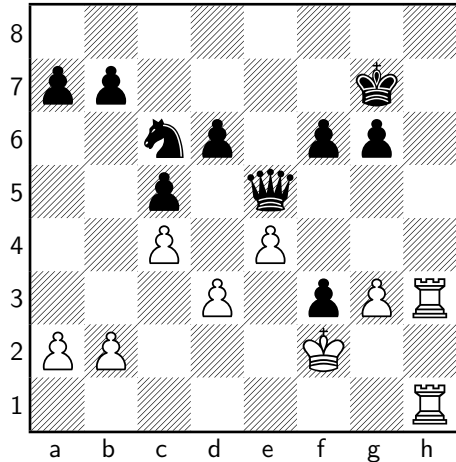
Black to move.

Solution: 28... ♖g3+ 29 h×g3 ♜xf1+ 30 ♔h2 ♜g1+ 31 ♔h3 ♜h1+ 32 ♔g4 ♜h5#



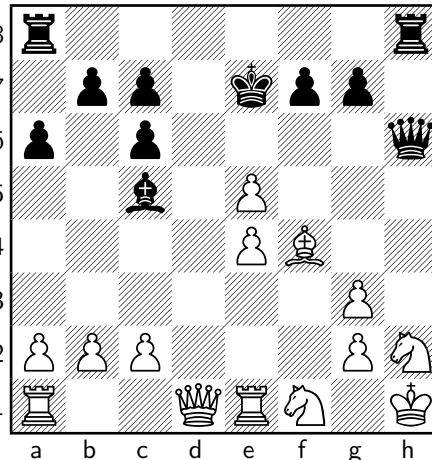
White to move.

Solution: 36 ♜×f7+ ♜×f7 37 ♜c8+ ♜d8 38 ♜×d8+ ♜e8 39 ♜×e8+ ♜f8 40 ♜×f8#



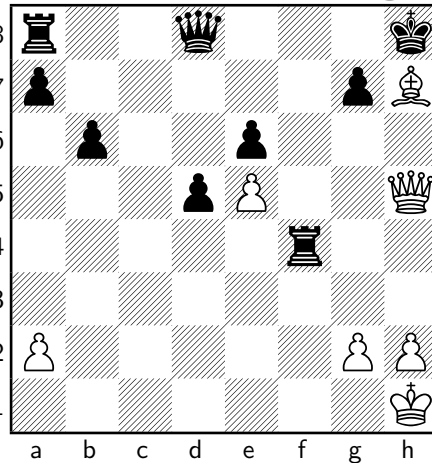
White to move.

Solution: 28 ♜h7+ ♔g8 29 ♜h8+ ♔f7 30 ♜1h7+ ♔e6 31 ♜e8+ ♔e7 32 ♜hxe7#



Black to move.

Solution: 17... ♜×h2+ 18 ♔×h2 ♜×h2+ 19 ♔×h2 ♜h8+ 20 ♜h6 ♜×h6+ 21 ♜h5 ♜×h5#

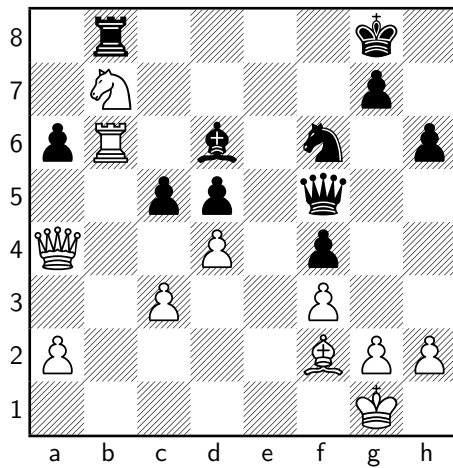


White to move.

Solution: 23 ♜g6+ ♔g8 24 ♜h7+ ♔f8 25 ♜h8+ ♔e7 26 ♜×g7+ ♜f7 27 ♜×f7#

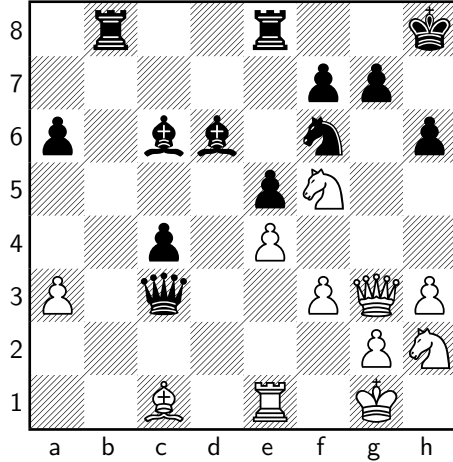
2.38 Middlegame

A tactic during the second phase of the game.



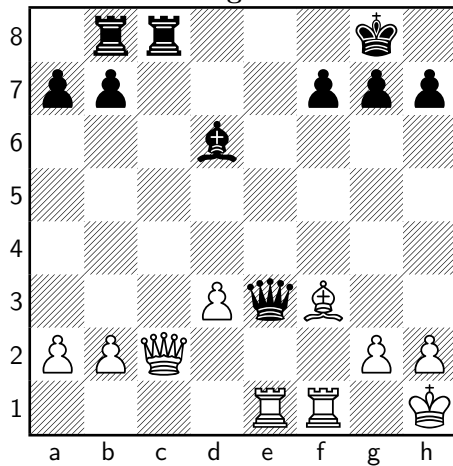
White to move.

Solution: 26 Qxd6 Rxb6 27 Qxf5 Kb1+ 28 Ke1



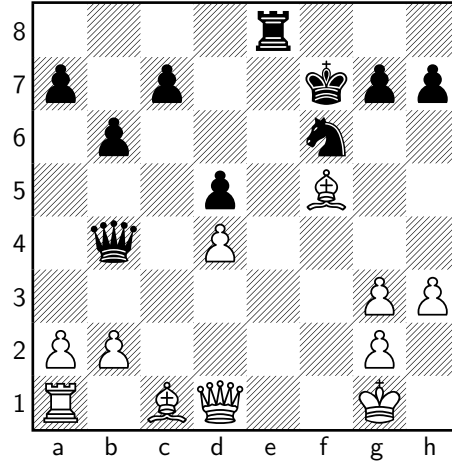
White to move.

Solution: 29 Qxg7\#



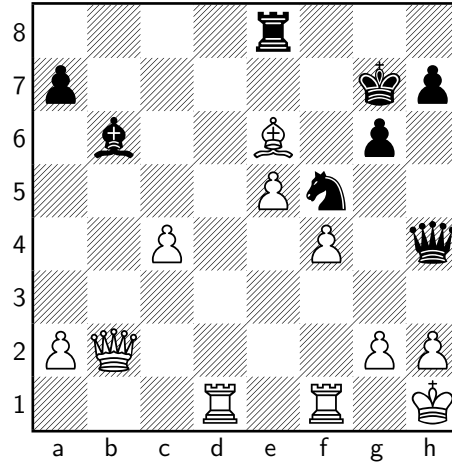
White to move.

Solution: 21 Qxc8+ Rxc8 22 Rxe3



Black to move.

Solution: 26... Ke1+ 27 Qxe1 Qxe1+

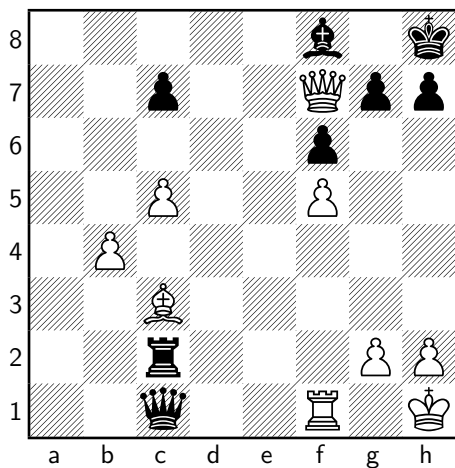


Black to move.

Solution: 32... Qg3\#

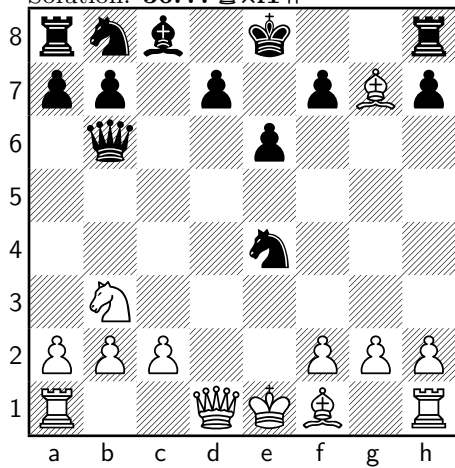
2.39 One-move puzzle

A puzzle that is only one move long.



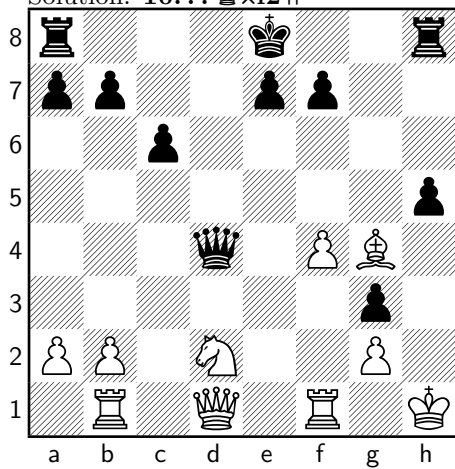
Black to move.

Solution: 36... ♔xf1#



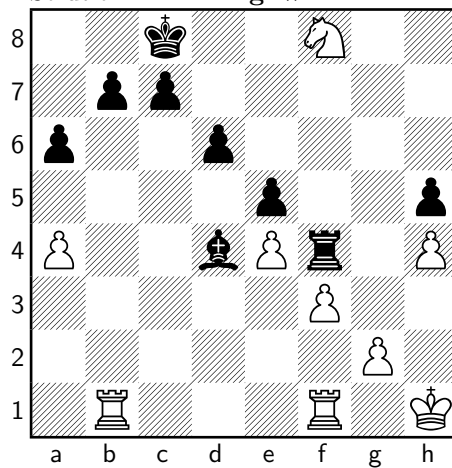
Black to move.

Solution: 10... ♔xf2#



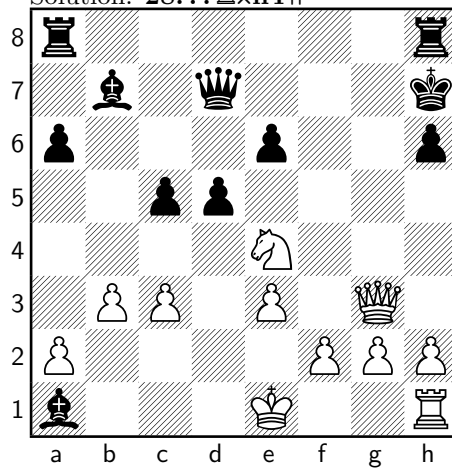
Black to move.

Solution: 22... h×g4#



Black to move.

Solution: 28... ♖×h4#

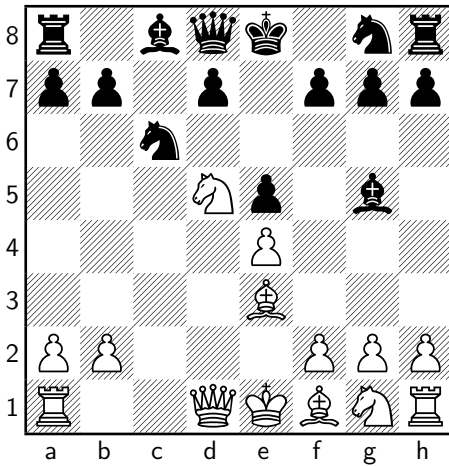


White to move.

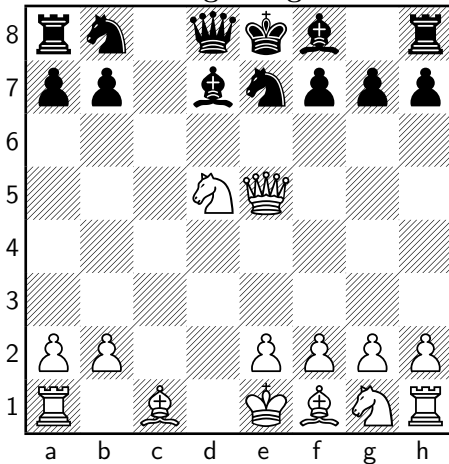
Solution: 23 ♘f6#

2.40 Opening

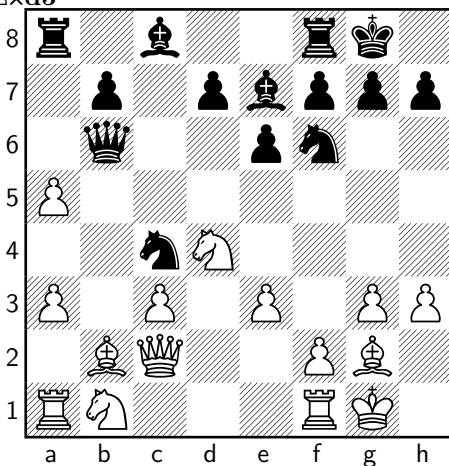
A tactic during the first phase of the game.



Solution: 8 ♖xg5 ♜xg5 9 ♘c7+

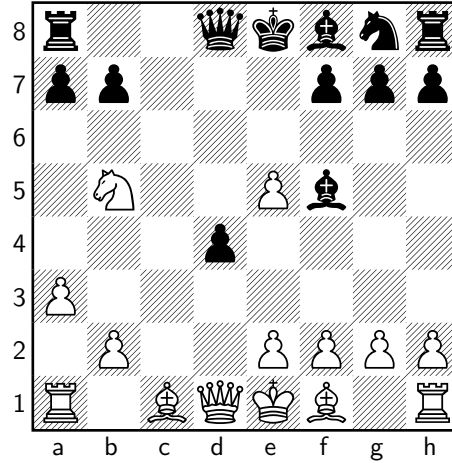


Solution: 8... ♜a5+ 9 ♖d2 ♜xd5 10 ♜xd5 ♘xd5

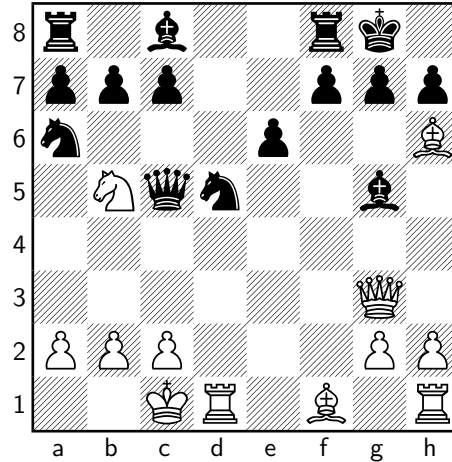


Black to move.

Solution: 15... ♜xb2 16 ♜xb2 ♘xb2



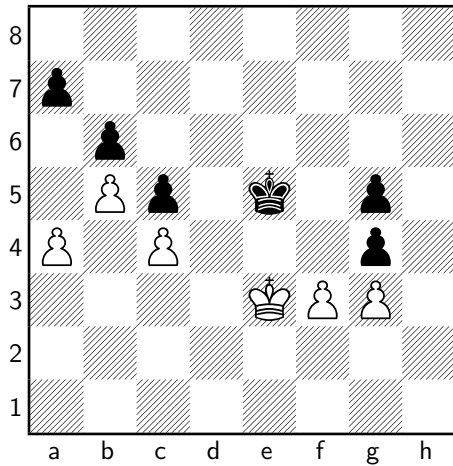
Solution: 9... ♜a5+ 10 b4 ♜xb5



Solution: 15 ♜xg5 ♜e3+ 16 ♜xe3 ♘xe3 17 ♖xe3

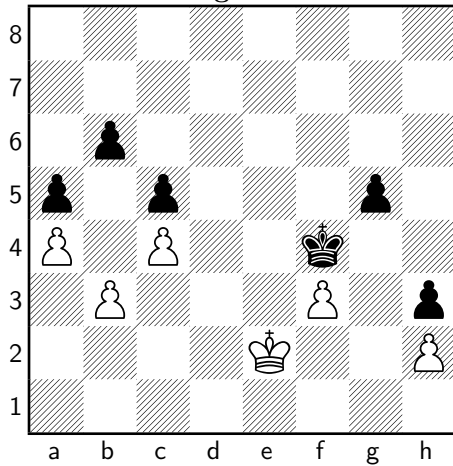
2.41 Pawn endgame

An endgame with only pawns.



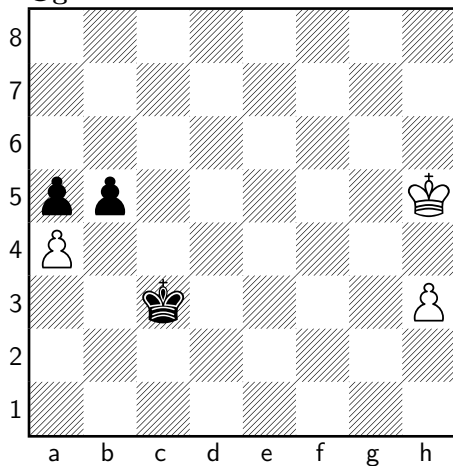
Black to move.

Solution: 47...gxf3 48 ♔xf3 ♕d4



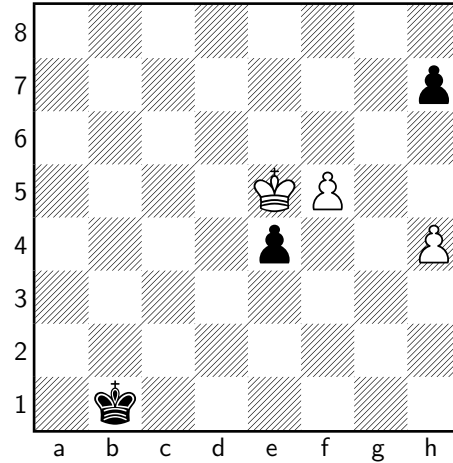
White to move.

Solution: 43 ♕f2 ♕e5 44 ♕g3 ♕f5 45 ♕xh3 ♕f4
46 ♕g2



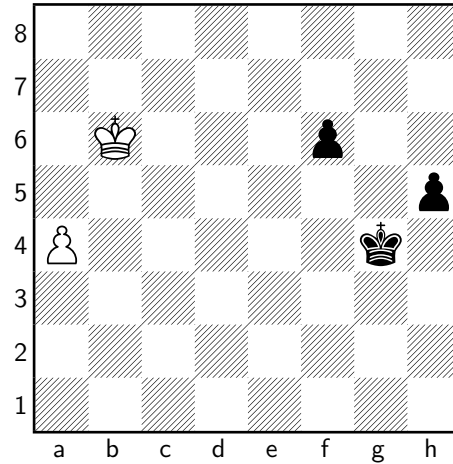
White to move.

Solution: 58 axb5 a4 59 b6 ♕c2 60 b7



Black to move.

Solution: 51...e3 52 f6 e2 53 f7 e1 ♔+

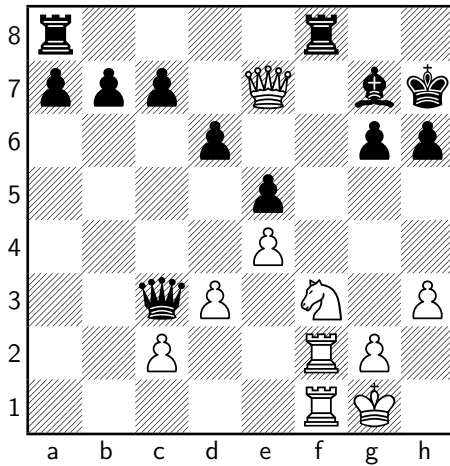


White to move.

Solution: 45 a5 f5 46 a6 f4 47 a7 f3 48 a8 ♔

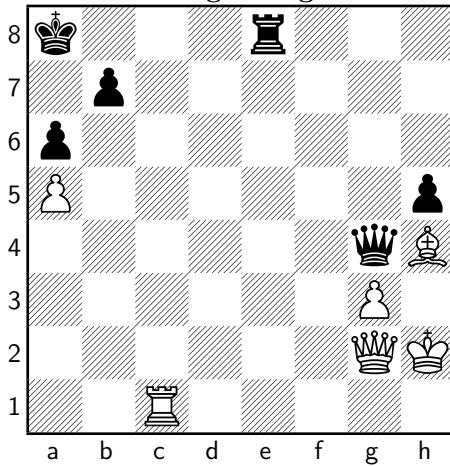
2.42 Pin

A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



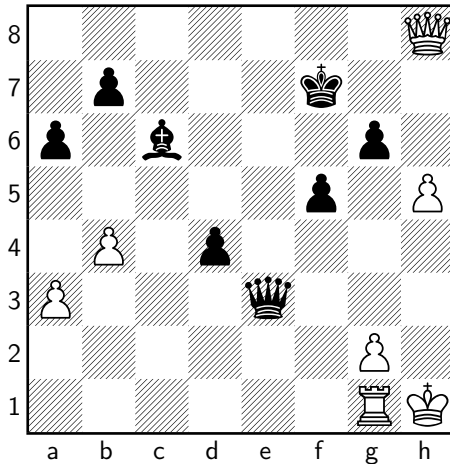
White to move.

Solution: 23 ♖g5+ hxg5 24 ♜xf8 ♜xf8 25 ♜xf8



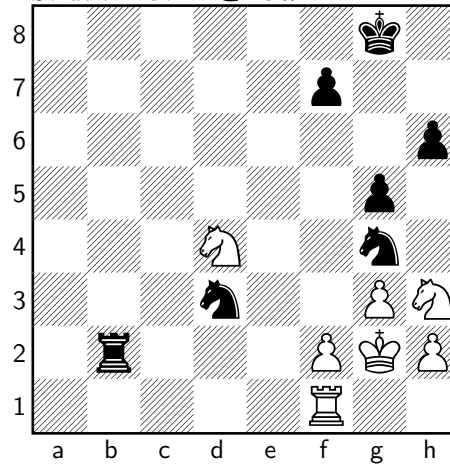
Black to move.

Solution: 42... ♜e2 43 ♜c8+ ♝a7 44 ♜c2 ♜xg2+



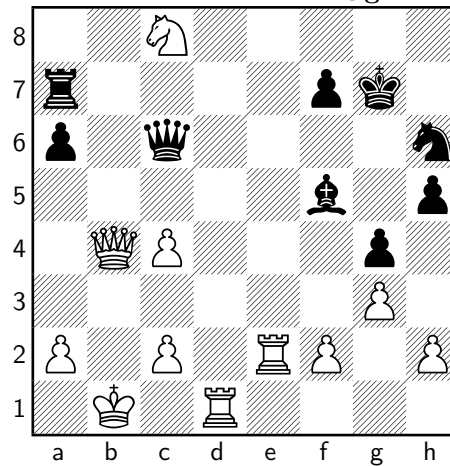
Black to move.

Solution: 37... ♜h3#



Black to move.

Solution: 32... ♖e3+ 33 ♜g1 ♖xf1

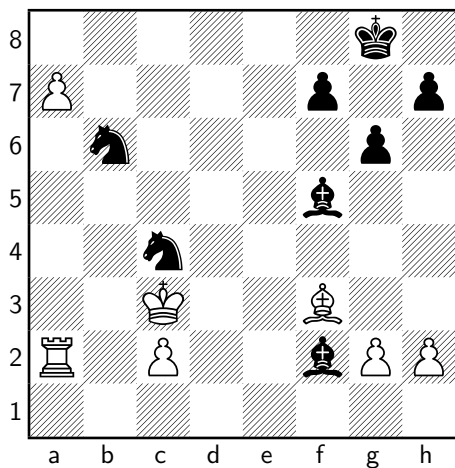


Black to move.

Solution: 27... ♜b7 28 ♜xb7 ♜xb7+

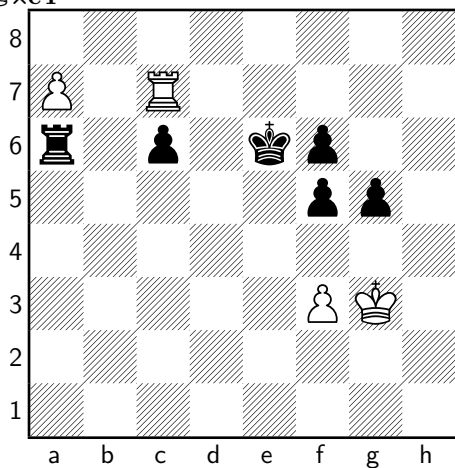
2.43 Promotion

Promote one of your pawn to a queen or minor piece.



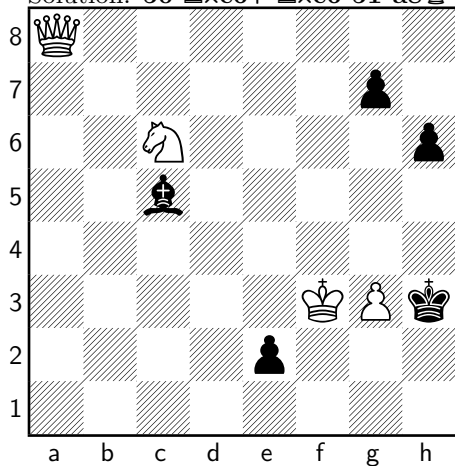
White to move.

Solution: 31 a8♖+ ♜xa8 32 ♜xa8+ ♔g7 33 ♔xc4



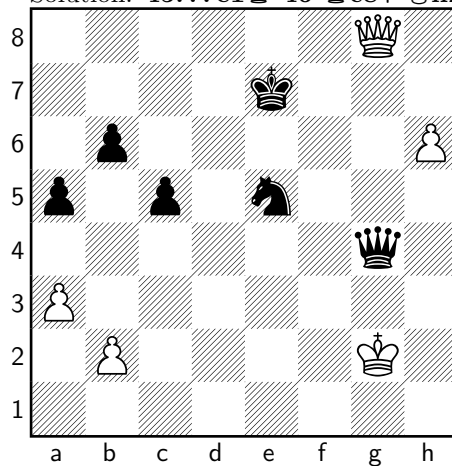
White to move.

Solution: 50 ♜xc6+ ♜xc6 51 a8♖



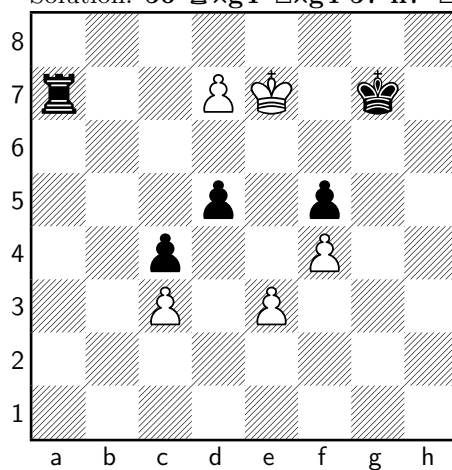
Black to move.

Solution: 45... e1♖ 46 ♖c8+ ♔h2



White to move.

Solution: 56 ♖xg4 ♜xg4 57 h7 ♜f6 58 h8♖

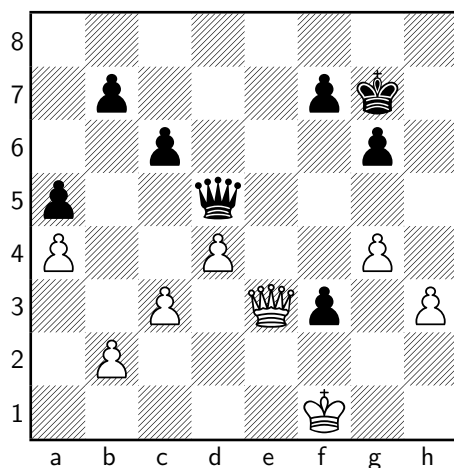


White to move.

Solution: 50 ♔e8 ♜a8+ 51 d8♖ ♜xd8+ 52 ♔xd8

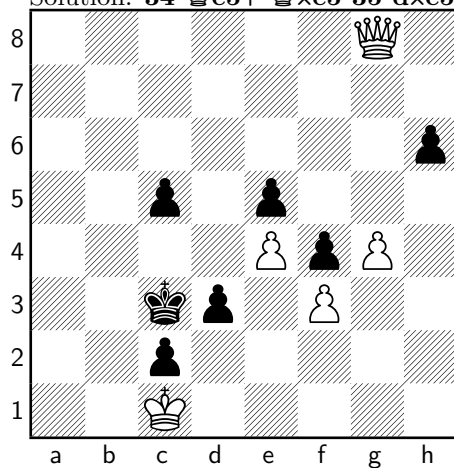
2.44 Queen endgame

An endgame with only queens and pawns.



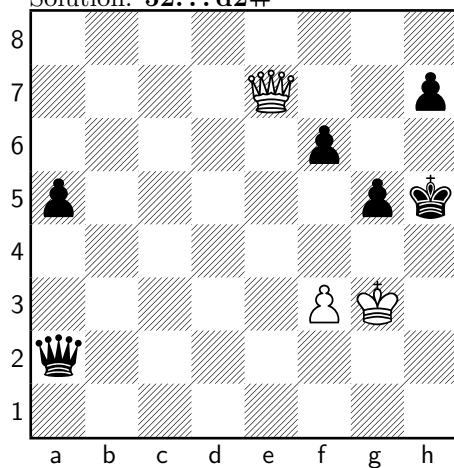
White to move.

Solution: 34 ♕e5+ ♖xe5 35 dxe5



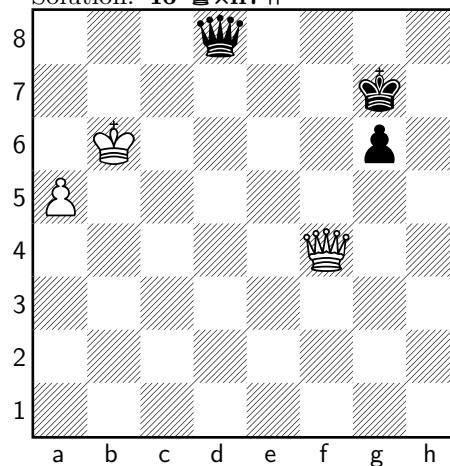
Black to move.

Solution: 52...d2#



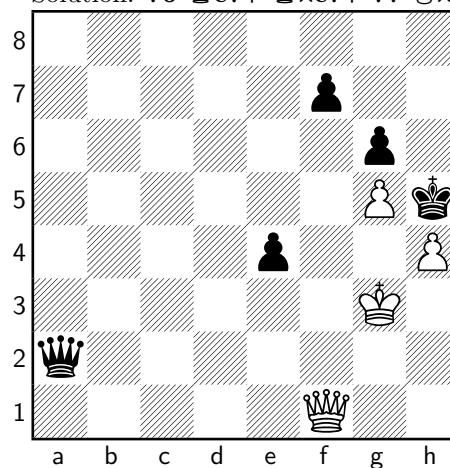
White to move.

Solution: 46 ♖xh7#



White to move.

Solution: 76 ♖c7+ ♖xc7+ 77 ♔xc7 g5 78 a6

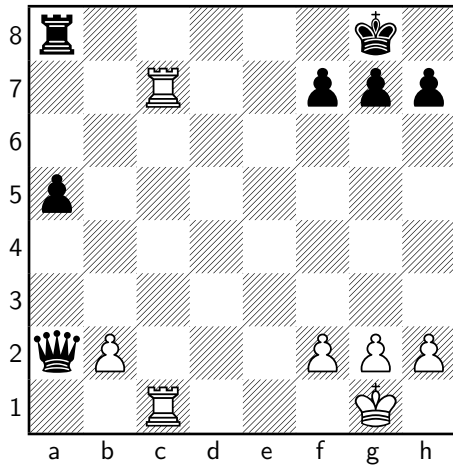


White to move.

Solution: 38 ♖d1+ ♖e2 39 ♖xe2#

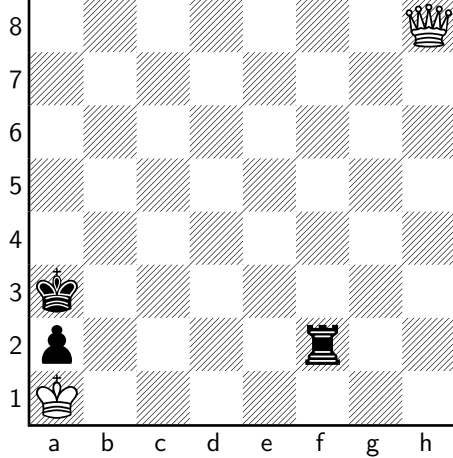
2.45 Queen and Rook

An endgame with only queens, rooks and pawns.



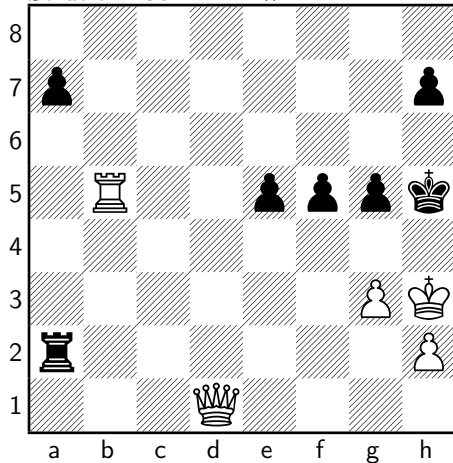
White to move.

Solution: 24 ♖c8+ ♜xc8 25 ♖xc8#



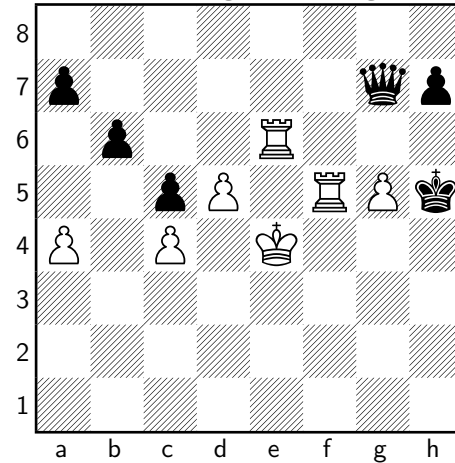
Black to move.

Solution: 59... ♜f1#



Black to move.

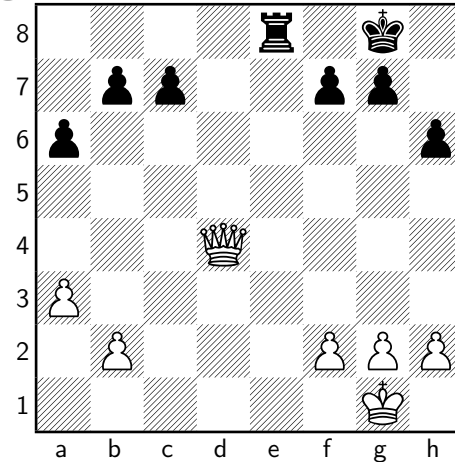
Solution: 44... g4+ 45 ♜xg4+ f×g4#



Black to move.

Solution: 50... ♜d4+ 51 ♔f3 ♜g4+ 52 ♔f2

♜xf5+

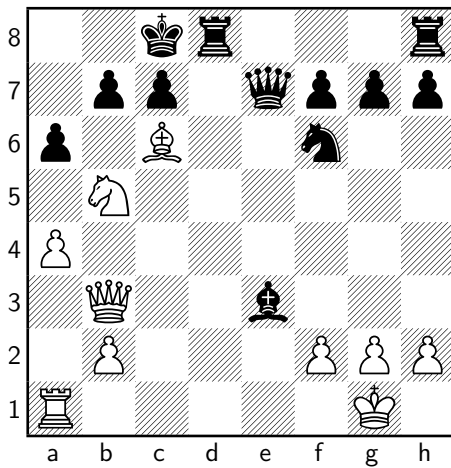


Black to move.

Solution: 22... ♜e1#

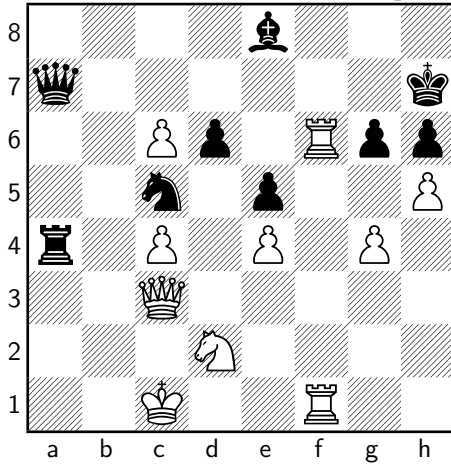
2.46 Queenside attack

An attack of the opponent's king, after they castled on the queen side.



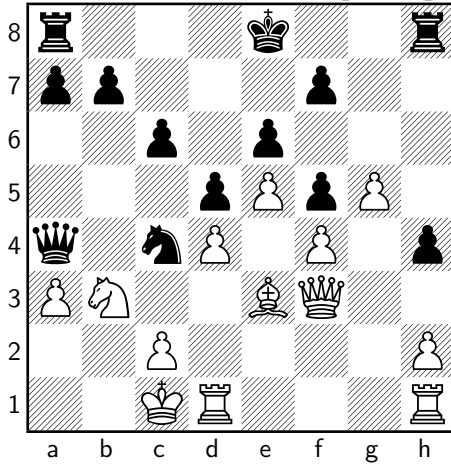
White to move.

Solution: 19 ♖a7+ ♙x7 20 ♙xb7#



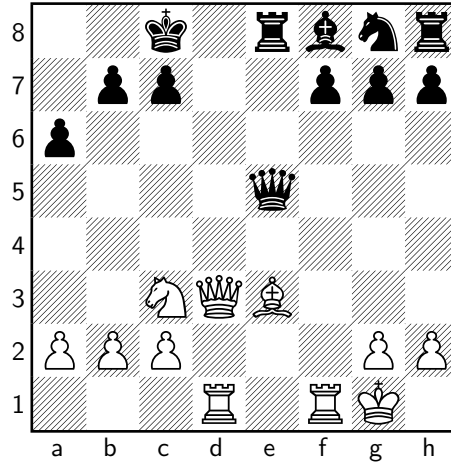
Black to move.

Solution: 35... ♖a1+ 36 ♙xa1 ♙xa1+



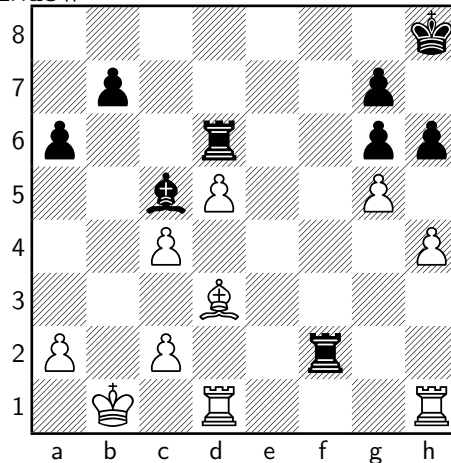
Black to move.

Solution: 18... ♙xa3+ 19 ♙b1 ♙b2#



White to move.

Solution: 16 ♙d7+ ♙b8 17 ♙d8+ ♙xd8 18 ♙xd8#

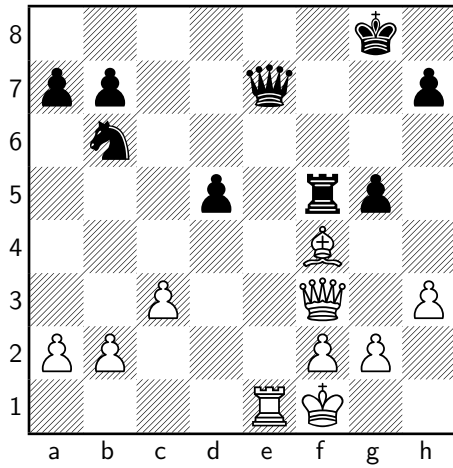


Black to move.

Solution: 24... ♙b6+ 25 ♙a1 ♙d4+ 26 c3 ♙xc3#

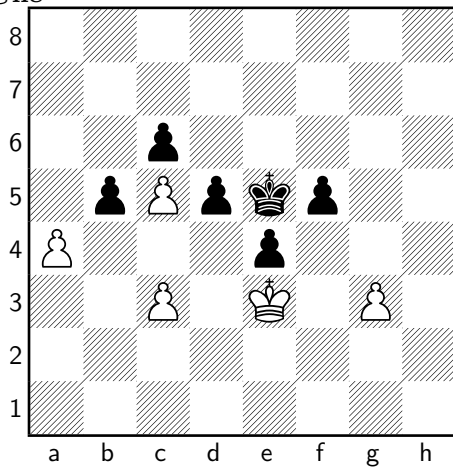
2.47 Quiet move

A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



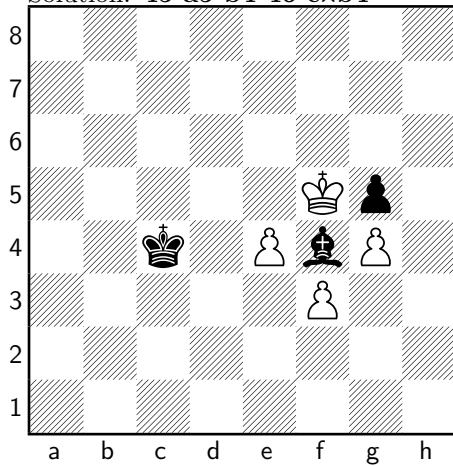
Black to move.

Solution: 26... ♖f8 27 ♜g3 ♙xg4 28 ♜xg5+ ♜h8



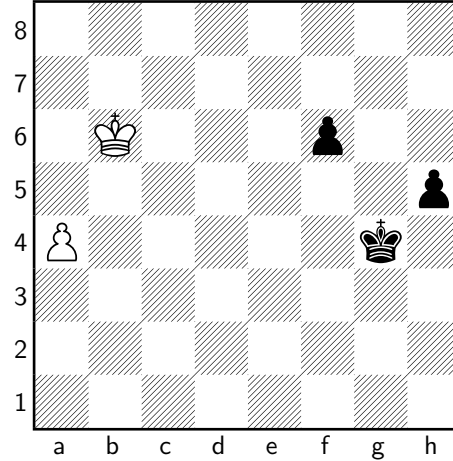
White to move.

Solution: 45 a5 b4 46 cxb4



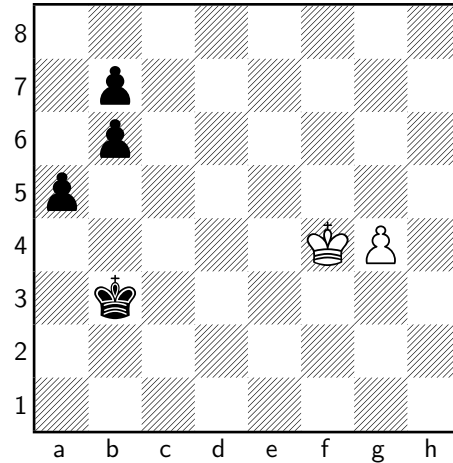
White to move.

Solution: 63 e5 ♔d4 64 e6



White to move.

Solution: 45 a5 f5 46 a6 f4 47 a7 f3 48 a8 ♜

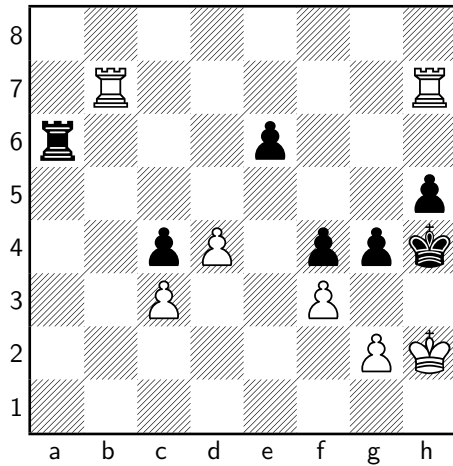


White to move.

Solution: 54 g5 a4 55 g6 ♔b2 56 g7 a3 57 g8 ♜

2.48 Rook endgame

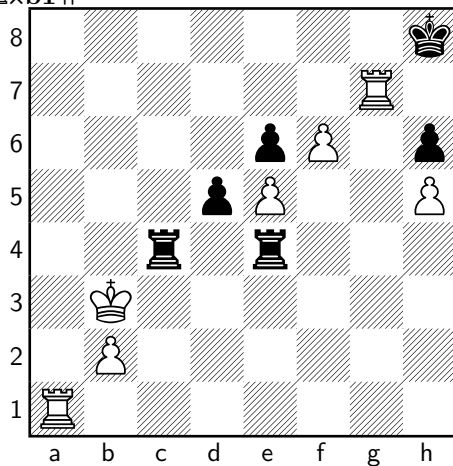
An endgame with only rooks and pawns.



Black to move.

Solution: 45...g3+ 46 ♔g1 ♖a1+ 47 ♜b1

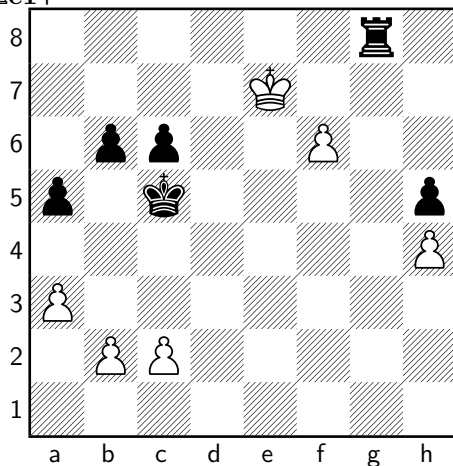
♜xh1#



Black to move.

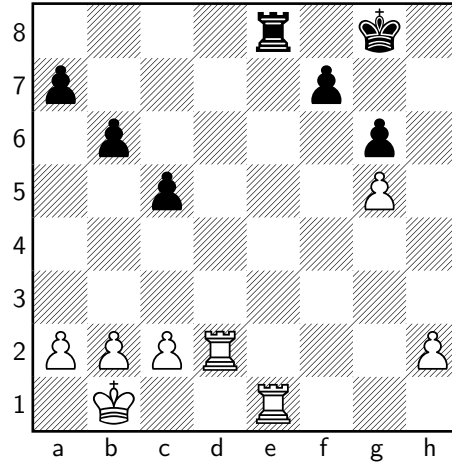
Solution: 51...♜e3+ 52 ♔a2 ♖a4+ 53 ♔b1

♜e1+



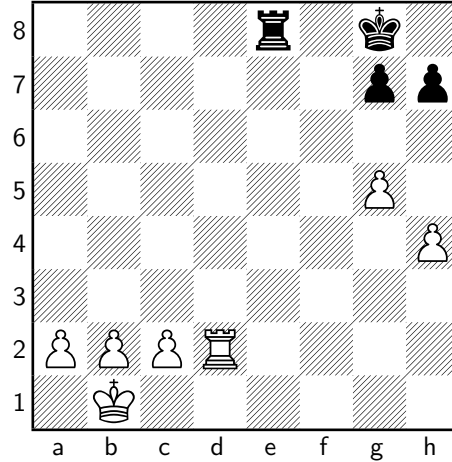
White to move.

Solution: 52 f7 ♜h8 53 f8 ♜ ♜xf8 54 ♔xf8



Black to move.

Solution: 27...♜xe1+ 28 ♜d1 ♜xd1#

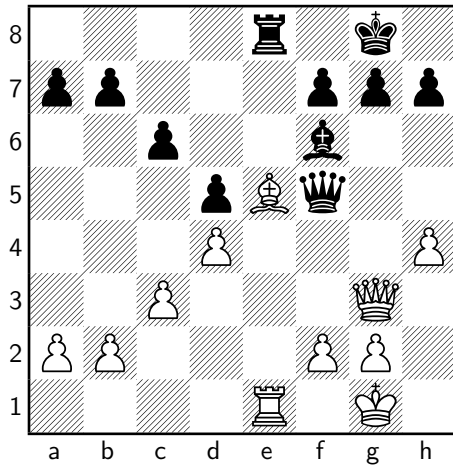


Black to move.

Solution: 38...♜e1+ 39 ♜d1 ♜xd1#

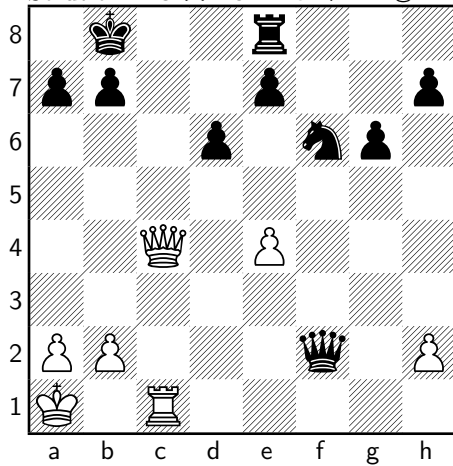
2.49 Sacrifice

A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



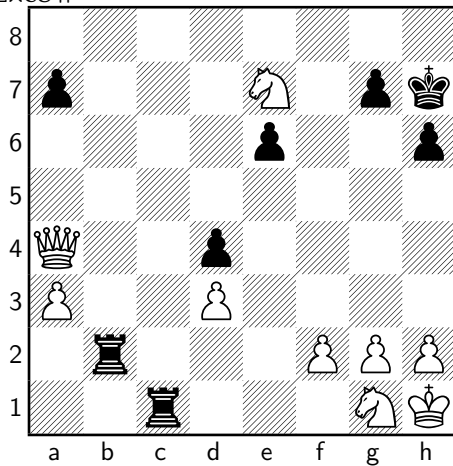
White to move.

Solution: 20 ♖xf6 ♗xe1+ 21 ♔h2 ♖f4 22 ♖xf4



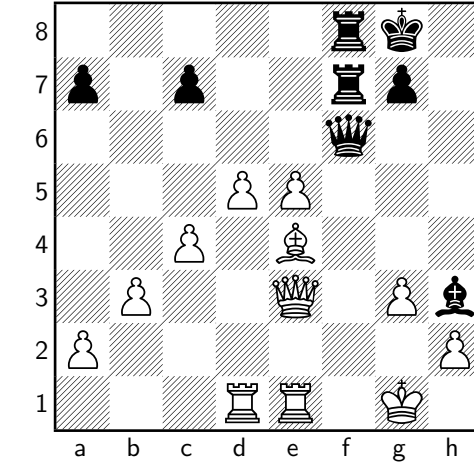
White to move.

Solution: 23 ♖c7+ ♔a8 24 ♖c8+ ♗xc8 25 ♗xc8#



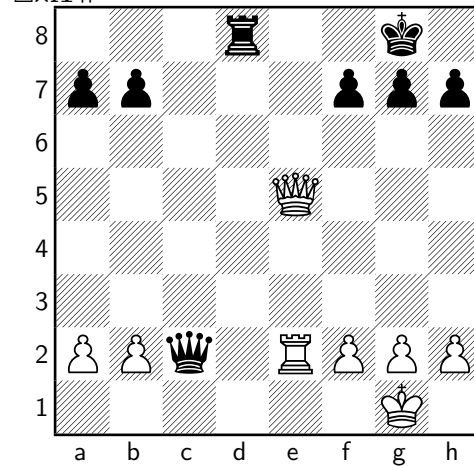
Black to move.

Solution: 27... ♗xg1+ 28 ♔xg1 ♗b1+ 29 ♖d1 ♗xd1#



Black to move.

Solution: 27... ♖f1+ 28 ♗xf1 ♗xf1+ 29 ♗xf1 ♗xf1#

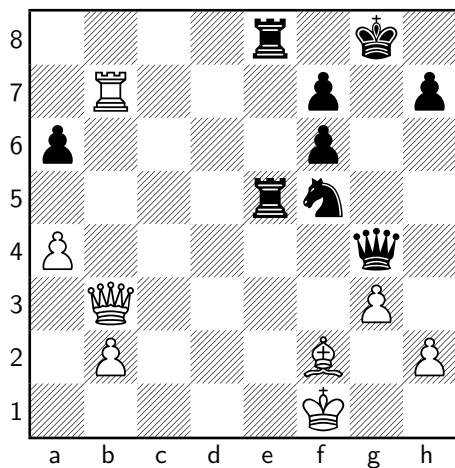


White to move.

Solution: 24 ♖e8+ ♗xe8 25 ♗xe8#

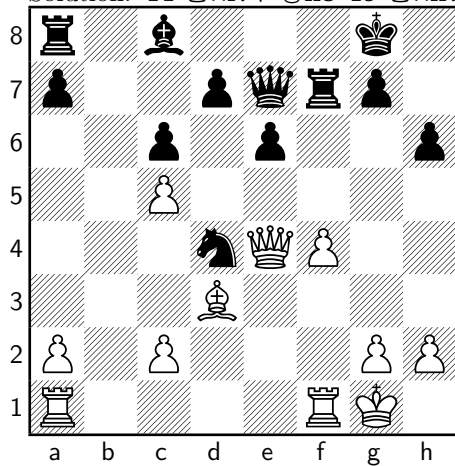
2.50 Short puzzle

Two moves to win.



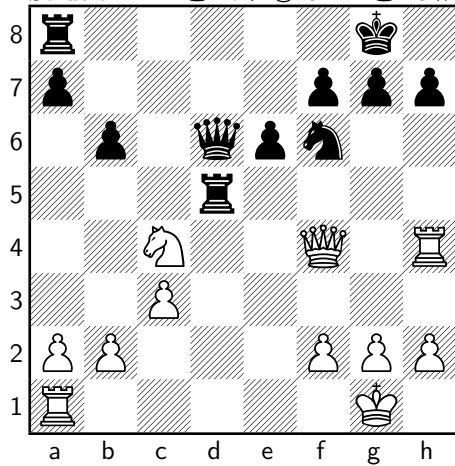
White to move.

Solution: 44 ♖xf7+ ♔h8 45 ♗xh7#



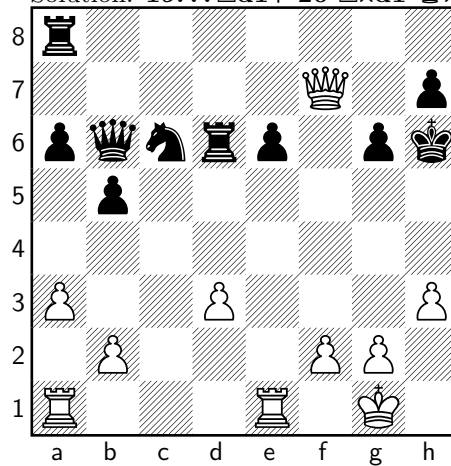
White to move.

Solution: 21 ♗h7+ ♔f8 22 ♗h8#



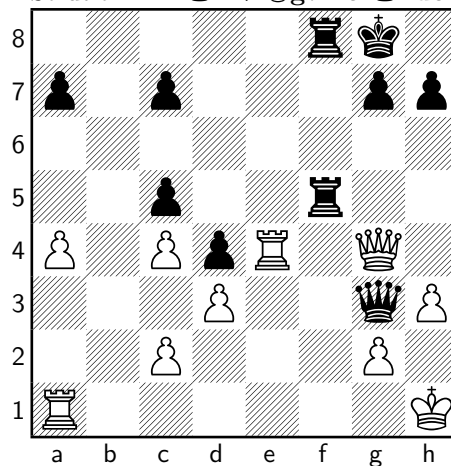
Black to move.

Solution: 19... ♖d1+ 20 ♖xd1 ♗xd1#



White to move.

Solution: 24 ♗f4+ ♔g7 25 ♗xd6

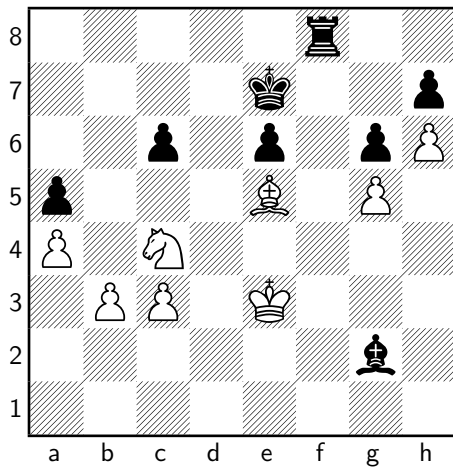


Black to move.

Solution: 22... ♖f1+ 23 ♖xf1 ♖xf1#

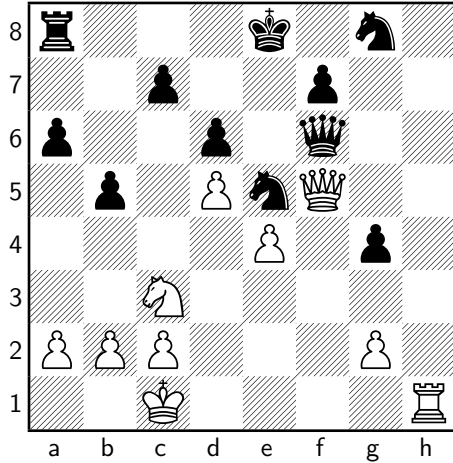
2.51 Skewer

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



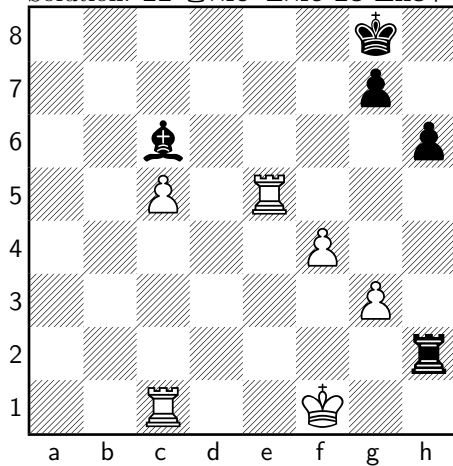
White to move.

Solution: 43 ♖d6+ ♔d7 44 ♖xf8



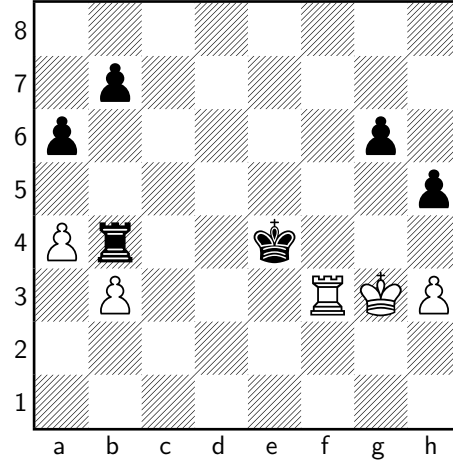
White to move.

Solution: 22 ♙xf6 ♘xf6 23 ♖h8+ ♔d7 24 ♖xa8



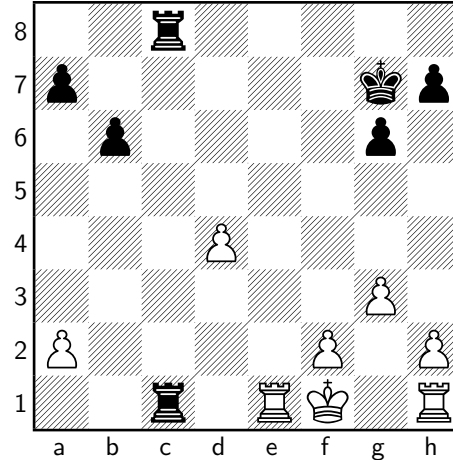
Black to move.

Solution: 42... ♖h1+ 43 ♔e2 ♖xc1



White to move.

Solution: 38 ♖f4+ ♔d5 39 ♖xb4

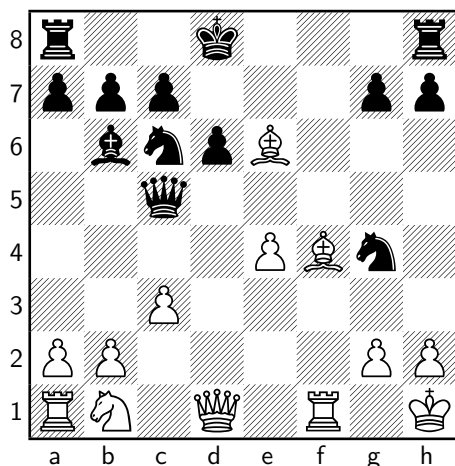


Black to move.

Solution: 29... ♖xe1+ 30 ♔xe1 ♖c1+ 31 ♔d2 ♖xh1

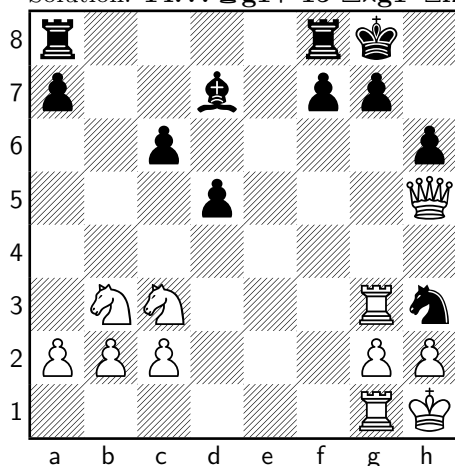
2.52 Smothered mate

A checkmate delivered by a knight in which the mated king is unable to move because it is surrounded (or smothered) by its own pieces.



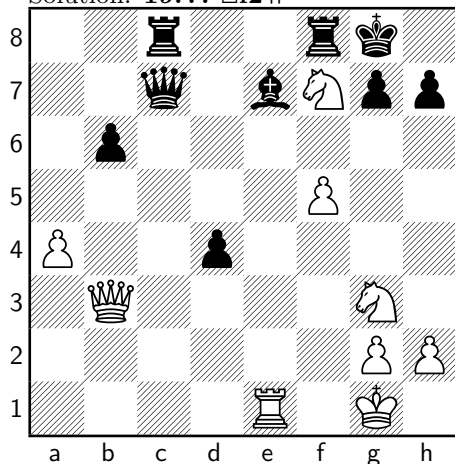
Black to move.

Solution: 14... ♖g1+ 15 ♜xg1 ♘f2#



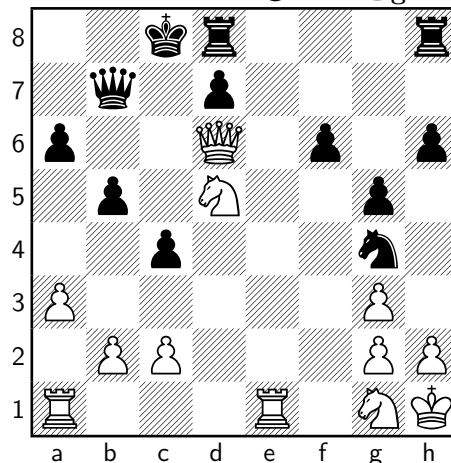
Black to move.

Solution: 19... ♘f2#



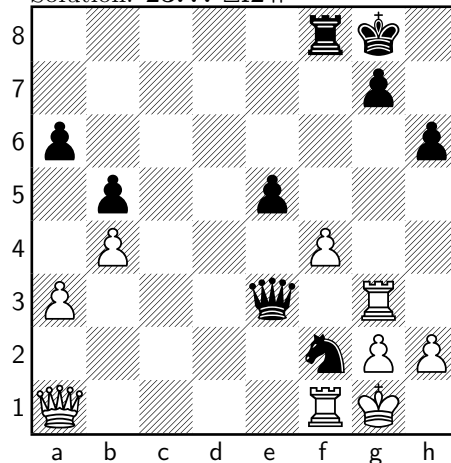
White to move.

Solution: 35 ♘h6+ ♔h8 36 ♜g8+ ♜xg8 37 ♘f7#



Black to move.

Solution: 23... ♘f2#

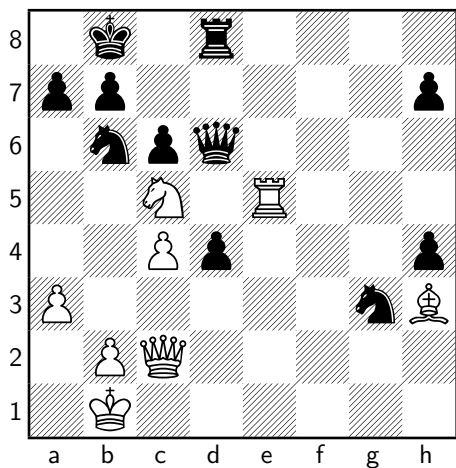


Black to move.

Solution: 36... ♘h3+ 37 ♔h1 ♜g1+ 38 ♜xg1 ♘f2#

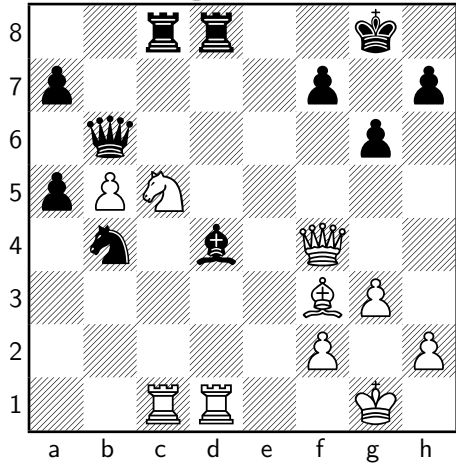
2.53 Super GM games

Puzzles from games played by the best players in the world.



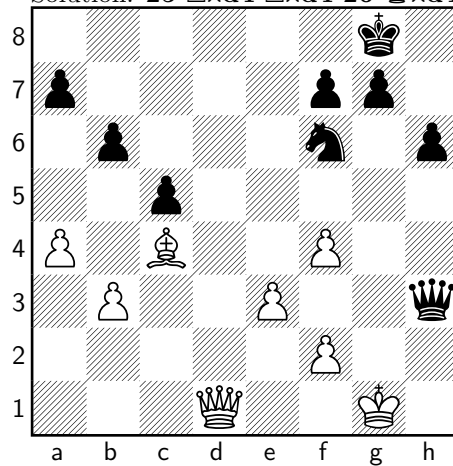
White to move.

Solution: 30 ♔xh7 ♜d7 31 ♜xd7+



White to move.

Solution: 25 ♜xd4 ♜xd4 26 ♔xd4

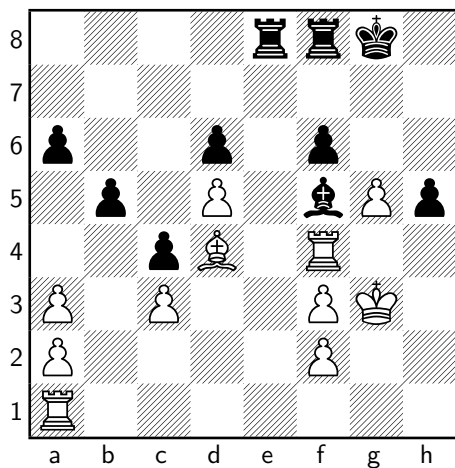


White to move.

Solution: 29 ♔d8+ ♜h7 30 ♜d3+ ♜e4 31 ♜xe4+

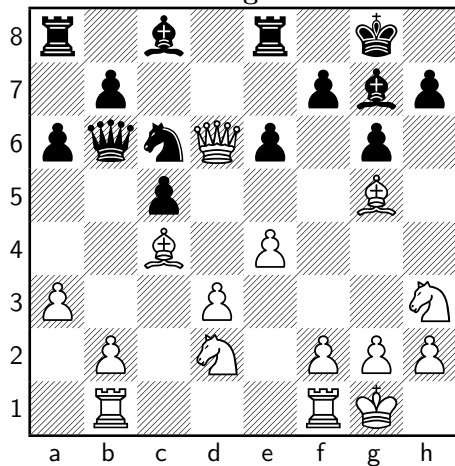
2.54 Trapped piece

A piece is unable to escape capture as it has limited moves.



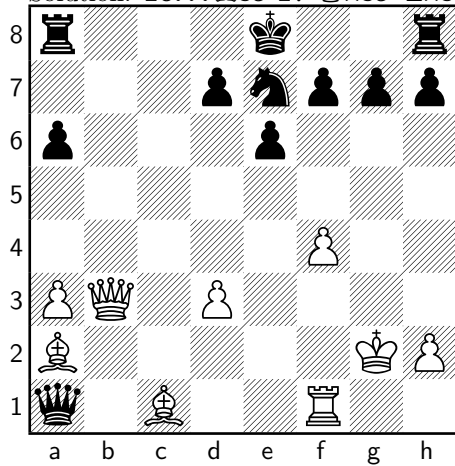
Black to move.

Solution: 25... f×g5 26 ♖×f5 ♜×f5



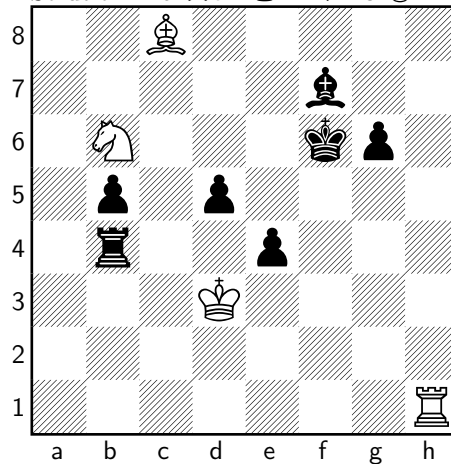
Black to move.

Solution: 16... ♗e5 17 ♜×e5 ♘×e5



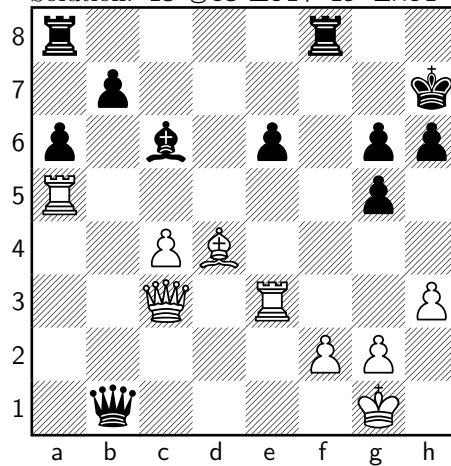
White to move.

Solution: 19 ♗b2 ♜×f1+ 20 ♔×f1



White to move.

Solution: 48 ♗c3 ♜c4+ 49 ♘×c4

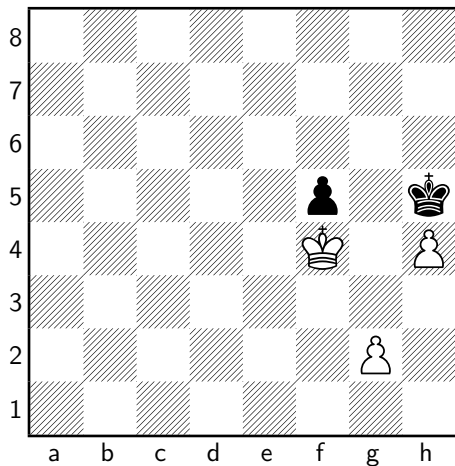


White to move.

Solution: 30 ♜e1 ♜×e1+ 31 ♜×e1

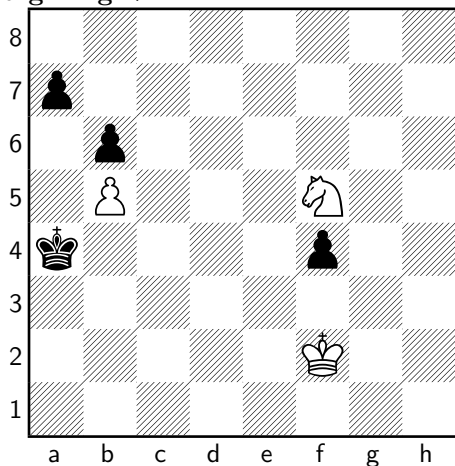
2.55 Very long puzzle

Four moves or more to win.



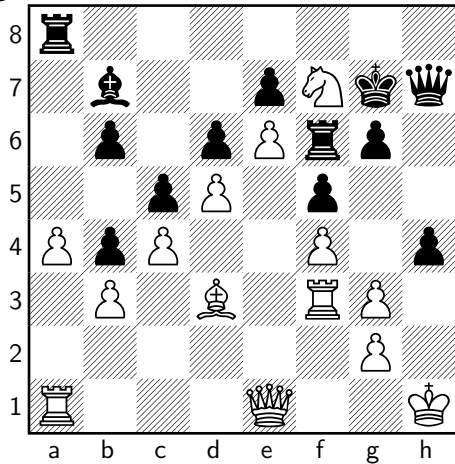
Black to move.

Solution: 56... ♖xh4 57 g3+ ♖h3 58 ♖f3 ♖h2 59 g4 f×g4+



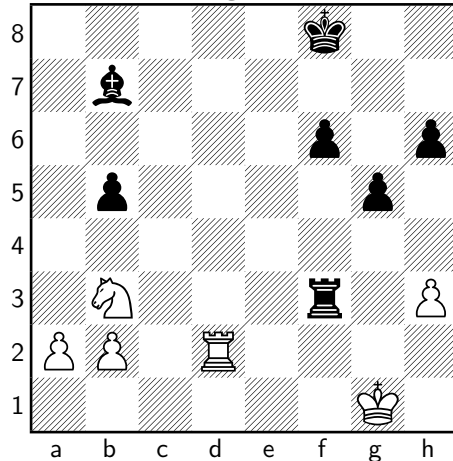
Black to move.

Solution: 47... ♖xh4 48 ♖f3 a5 49 ♖xh4 a4 50 ♖e3 a3



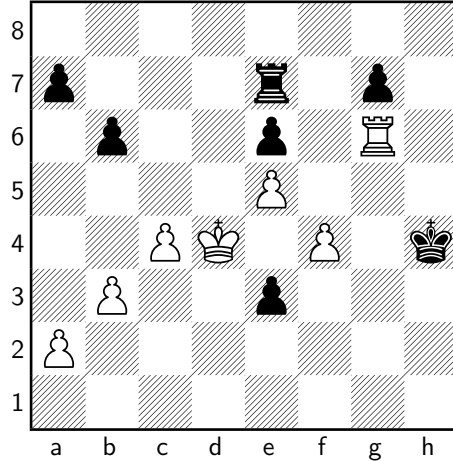
Black to move.

Solution: 41... h×g3+ 42 ♖g1 ♖h2+ 43 ♖f1 ♖h1+ 44 ♖e2 ♖xg2+



White to move.

Solution: 42 ♖c5 ♖c6 43 ♖e6+ ♖e8 44 ♖d4 ♖xh3 45 ♖xc6

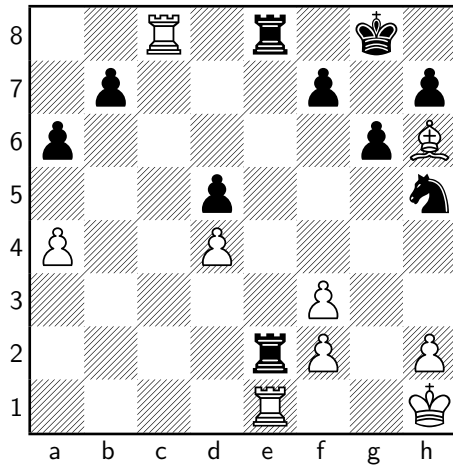


Black to move.

Solution: 40... e2 41 ♖g1 ♖d7+ 42 ♖e3 ♖d1 43 ♖xh2 ♖xg1

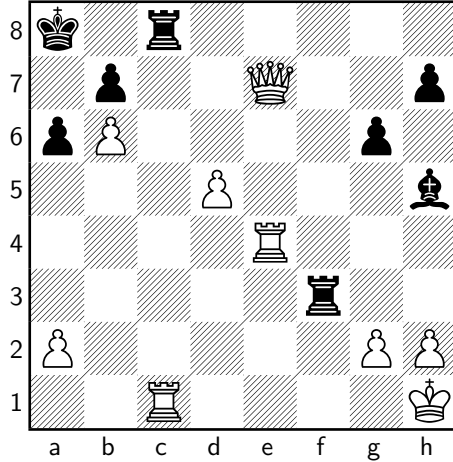
2.56 X-Ray attack

A piece attacks or defends a square, through an enemy piece.



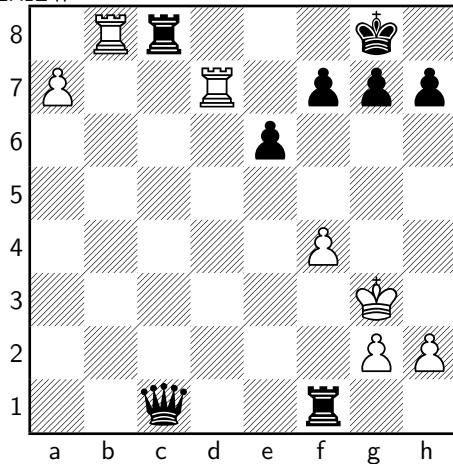
White to move.

Solution: 28 ♖xe8+ ♖xe8 29 ♖xe8#



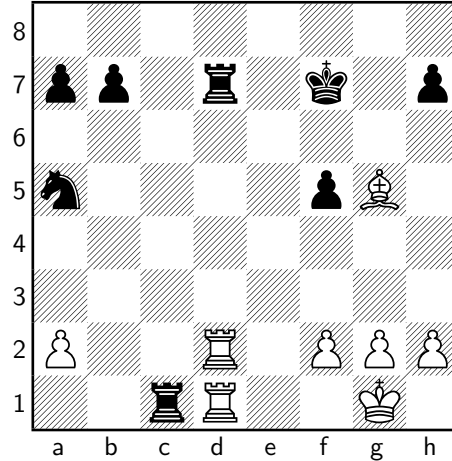
Black to move.

Solution: 33... ♖xc1+ 34 ♖e1 ♖f1+ 35 ♖xf1 ♖xf1#



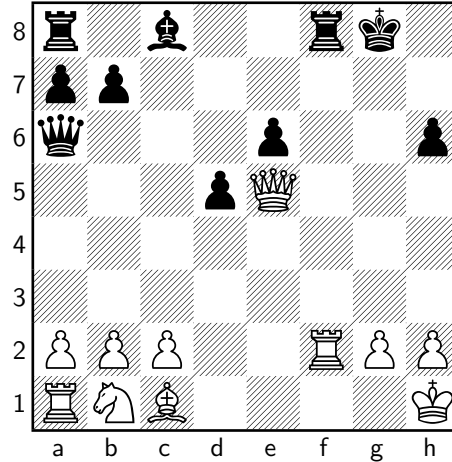
White to move.

Solution: 38 ♖d8+ ♖xd8 39 ♖xd8#



Black to move.

Solution: 27... ♖xd1+ 28 ♖xd1 ♖xd1#

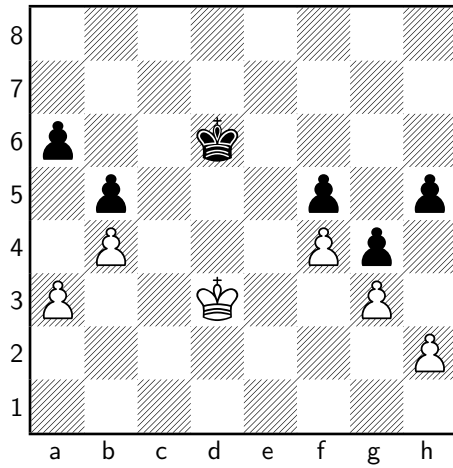


Black to move.

Solution: 19... ♖f1+ 20 ♖xf1 ♖xf1#

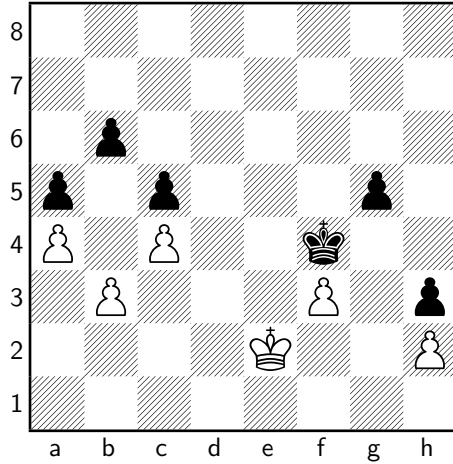
2.57 Zugzwang

The opponent is limited in the moves they can make, and all moves worsen their position.



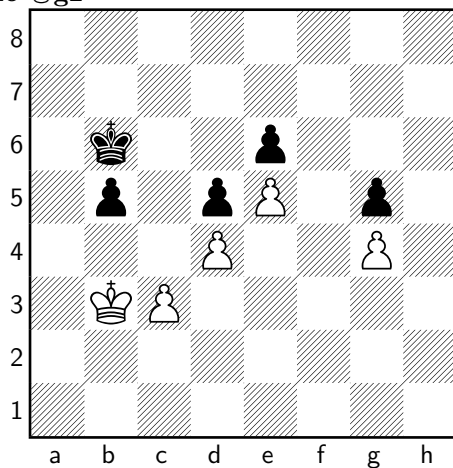
White to move.

Solution: 42 ♔d4 ♕e6 43 ♔c5



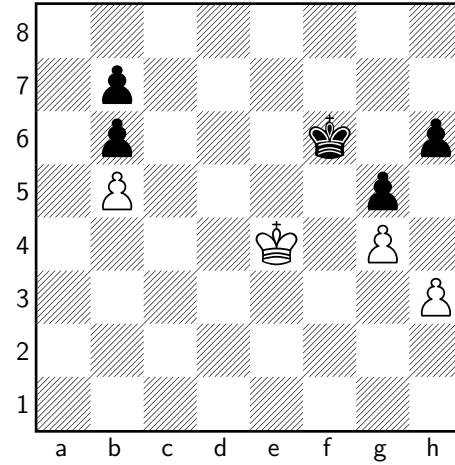
White to move.

Solution: 43 ♕f2 ♕e5 44 ♔g3 ♕f5 45 ♕xh3 ♕f4
46 ♕g2



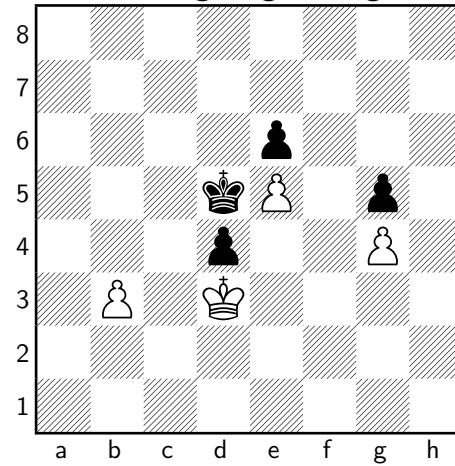
White to move.

Solution: 46 ♕b4 ♕a6 47 ♕c5



White to move.

Solution: 70 ♕d5 ♕e7 71 ♕e5



White to move.

Solution: 39 b4 ♕xe5 40 b5 ♕d5 41 b6 ♕c6 42
♕xd4 ♕xb6 43 ♕e5